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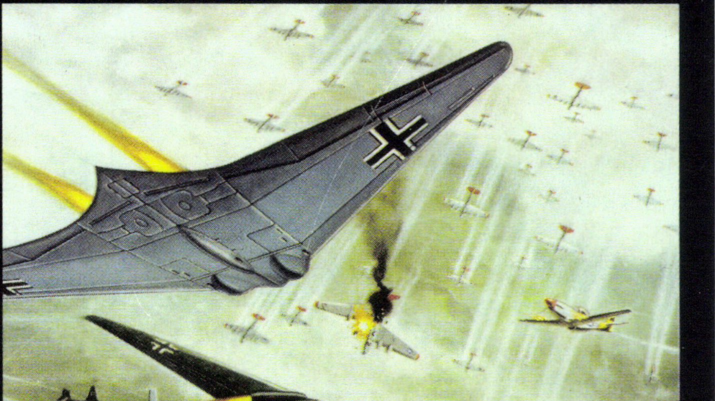

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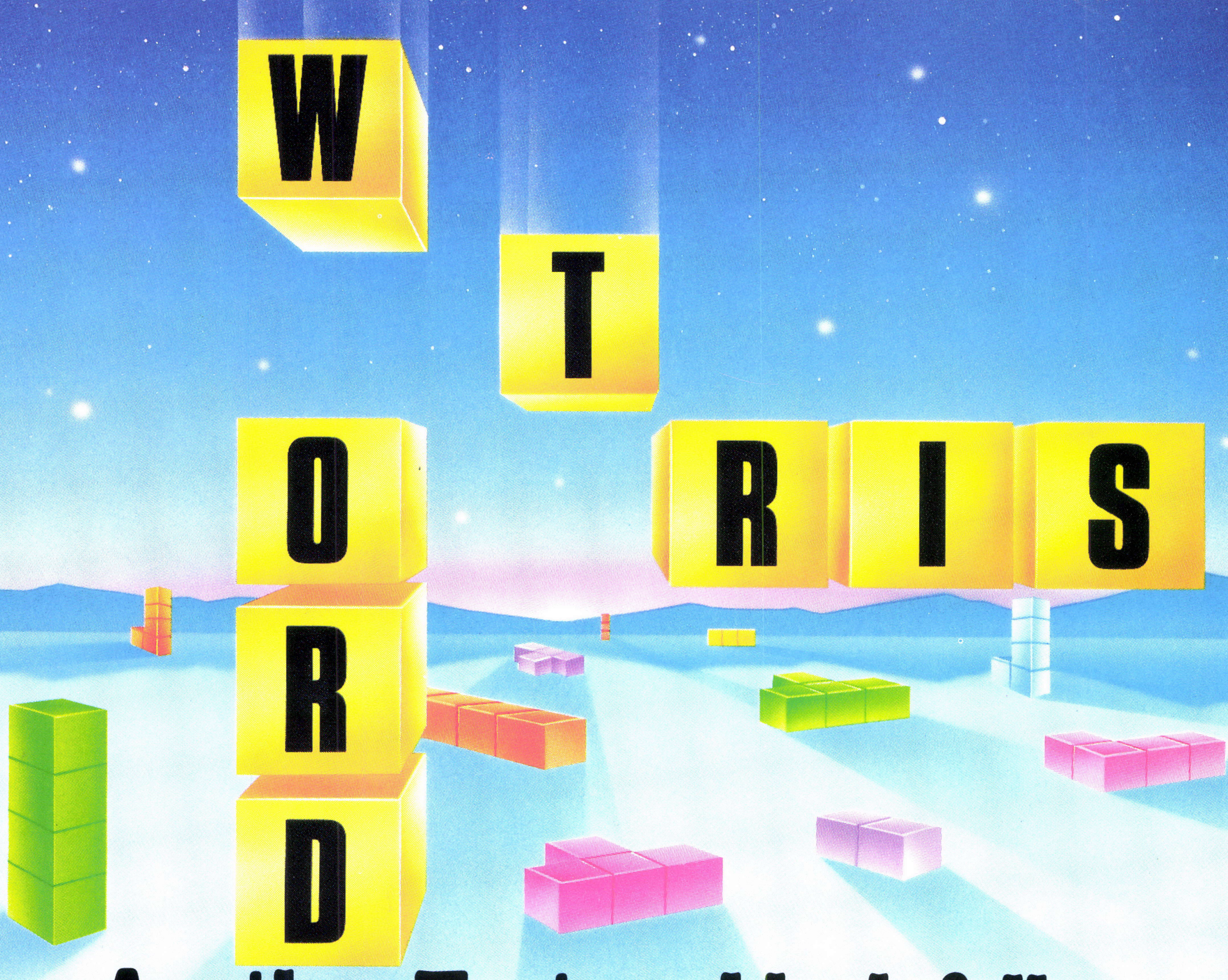

Another Eastern block falls.

There's a new 'TRIS on the block. Its name is WORDTRIS. And if you love TETRIS, this latest fast-action, falling block, Soviet game will boggle your mind.

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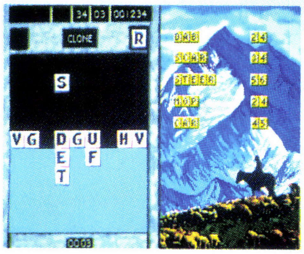

Go for XYLOPHONE if you dare.

Create words horizontally or vertically, but don't put all your E's in one BASKET. Because every time a word lines up, *poof!* those letters disappear, and the blocks below pop up to fill the spaces. So whenever you earn points you stir up the alphabet soup. And suddenly that falling M has no HOME to go to.

WORDTRIS keeps raining vowels and consonants until you've collected enough words to move to the next level, or the well fills up. Of course, each successive round ups the ante as the blocks fall ever faster. But you can choose your difficulty level to match your skills, and select from single player, cooperative, competitive, head-to-head or tournament modes. The built-in 30,000 word dictionary verifies even the most obscure word.

Set the difficulty level at 10 and you'll find WORDTRIS harder to keep up with than the changes in Eastern Europe.

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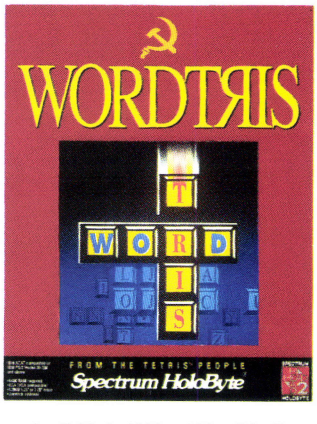

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Spectrum HoloByte®

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Amiga
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COMPUTER GAME REVIEW
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CGR CONTENTS

INITIALIZE

News and views from the editor . . . 6

REVIEWS

Time Quest by Legend 8

Bob Bates' Beautiful Legend!

Armada 2525 by Interstel 10

Armada
2525

R.T. Smith's Game of Conquest!

Cybercon 3 by U.S. Gold 12
Armour Geddon by Psygnosis 14
Speedball 2 by Konami 16
Martian Dreams by Origin 18
Vengence of Excalibur by Virgin . . 20

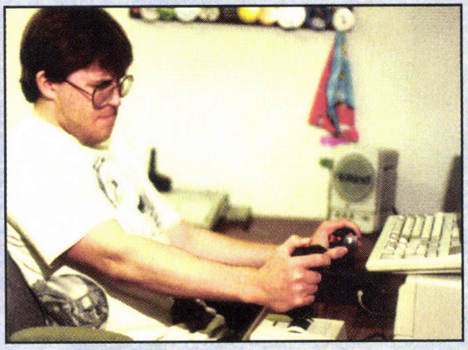
Virgin's Sequel To Spirit of ...

IN THE WORKS

Late breaking industry news and rumors of upcoming game ideas . .24
CGR Tid-Bits & Game Codes 25

CG EXPRESS

Top Gun-style flight controllers . . .26



Contributing Editor Steve Honeywell Has A Ball With Controllers!

Sega's CD-ROM Advances 28

INTERNATIONAL PREVIEWS

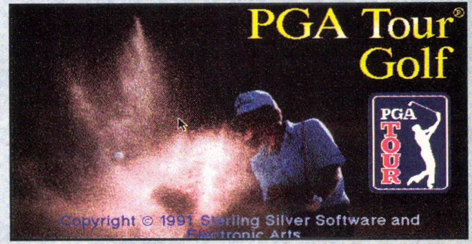
Strider 2 by Capcom 30
R-Type 2 by Activision 30
Dune by Virgin Games 33
Moonfall by Hewson 33
Metal Masters by Infogrammes . . . 34
Feudal Lords by Impressions 34
Nam by Domark 36
Grand Prix by Microstyle 36
Knightmare by Mindscape 37
Realms by Virgin Games 37

PREVIEWS

Strike Commander by Origin 38
Star Trek 25th by Interplay 39
Robocop 3 by Ocean 39
Indy Atlantis by Lucasfilm 40
Monkey Island 2 by Lucasfilm 41
Ultima VII by Origin 42
Ultima Underground by Origin 42
Gunship 2000 by Microprose 43
Galactic Empire by Electronic Zoo 43
Wizardry VII by Sir Tech 44
Dusk of the Gods by Event H. . . . 44

STRATEGIST

Midwinter 2 by Microplay 46
Secret Weapons by Lucasfilm 50
Time Quest by Legend 54
L'Empereur by Koei 56
PGA Tour Golf - Mac by EA 58



The Most Beautiful PGA Tour Yet!

16-BIT STRATEGY

Zelda 3 by Nintendo 60
Shining & Darkness by Sega 62

FIRST PERSON

S.W.O.T.L.'s Larry Holland 64

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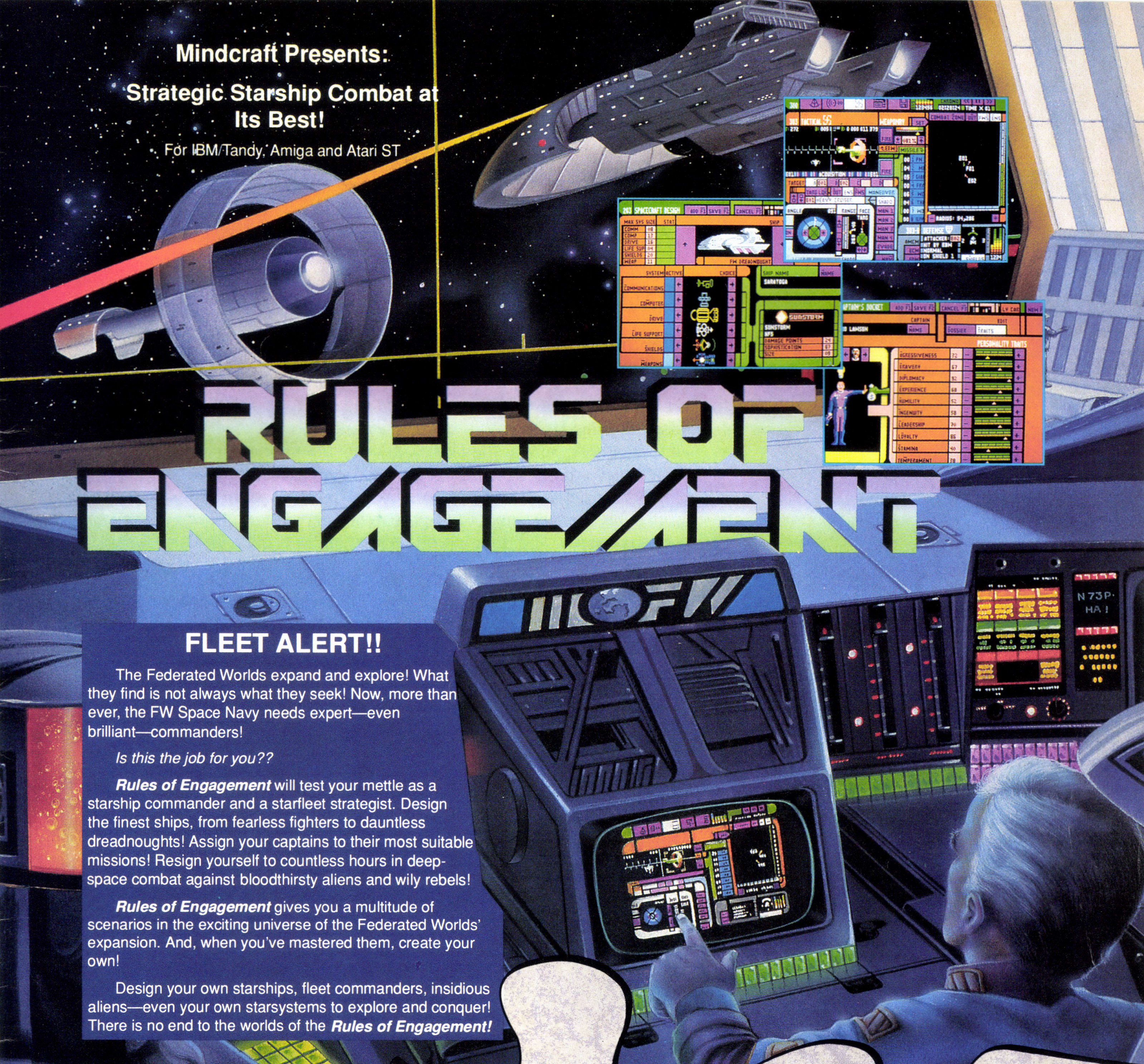
For IBM/Tandy, Amiga and Atari ST



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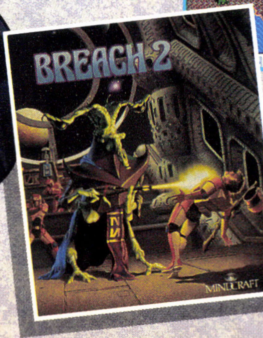

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August, 1991

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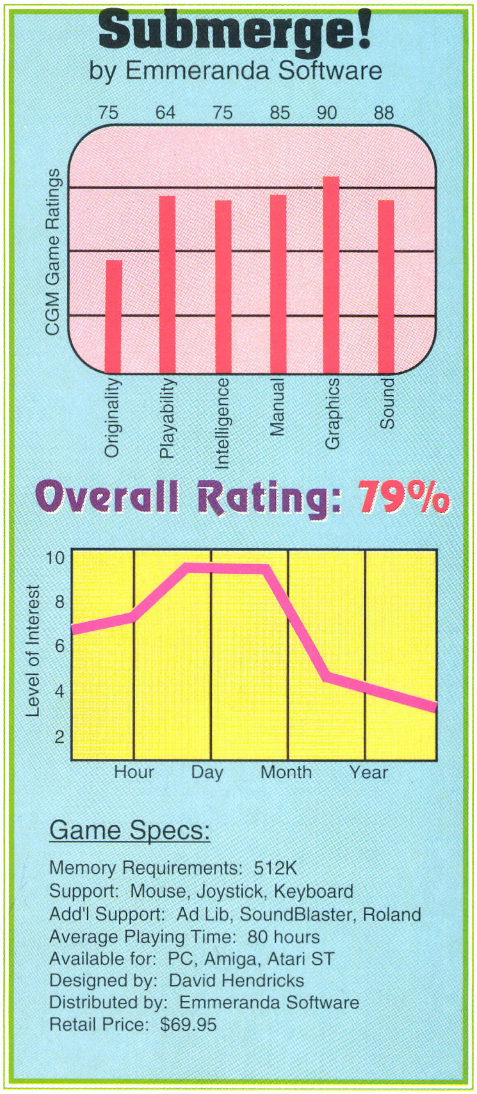
C> INITIALIZE

Computer Game Review's Review Rating System

First off, we at CGR would like to thank our readers for the fantastic response we received with our premeire August issue. Looks like our assumptions were true. U.S. computer game enthusiasts *have* been waiting for a computer game magazine like CGR to show off the vibrance, color and excitement that today's highly sophisticated games display. This issue marks our second step on the road towards bringing you the very best that the computer entertainment industry has to offer.

We received an abundance of feedback from our first issue and fortunately found that the majority of you like the course that we're on. Some questions did arise about our new reviewing system, however, and I felt this space would be an appropriate location to explain just how it works:



Game Specs:
Memory Requirements: 512K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster, Roland
Average Playing Time: 80 hours
Available for: PC, Amiga, Atari ST
Designed by: David Hendricks
Distributed by: Emmeranda Software
Retail Price: $69.95

Game Rating Scale:

Originality: Is the game a new concept or based on a tried and true formula? The higher the score, the more original the idea is.

Playability: Is the game fun to play? Are the keystrokes layed out in an intelligent fashion? Is it compelling enough to play again?

Intelligence: Is the computer opponent(s) smart enough to beat you? Are the patterns random enough to prevent predictable winning patterns?

Manual: Is the manual written well with healthy detail with regards to game background and objectives?

Graphics: Are the graphics pleasing to the eye or revolutionary?

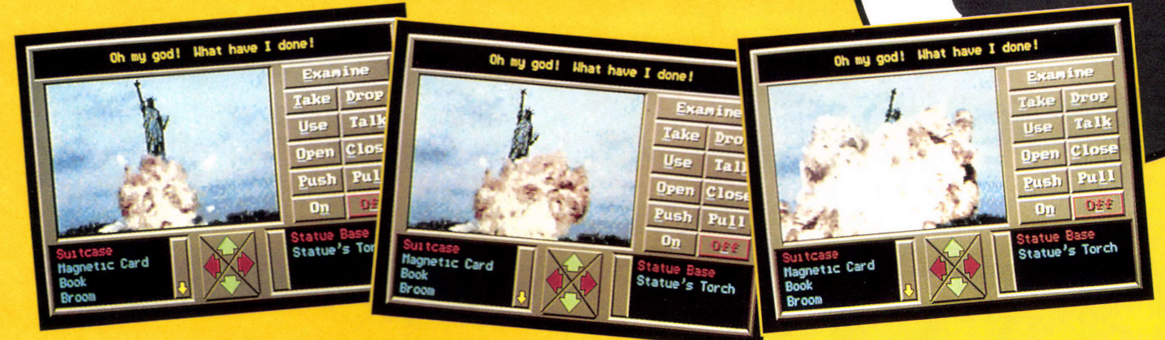
Sound: Are the sound effects and music stirring enough for full computer gaming enjoyment? As with all other ratings, the higher the score, the better these qualities exceed.

Overall Rating
Based on an averaging of individual game ratings, as well as the independent reviews overall scores (highlighted within each reviewer's section). This is the most important number of all.

Interest Graph
Visual display of retaining interest in the game over a period of time. The higher the bar, the better the play value.

MIKE RILEY
Editor

CONSPIRACY™


Oh my god! What have I done!

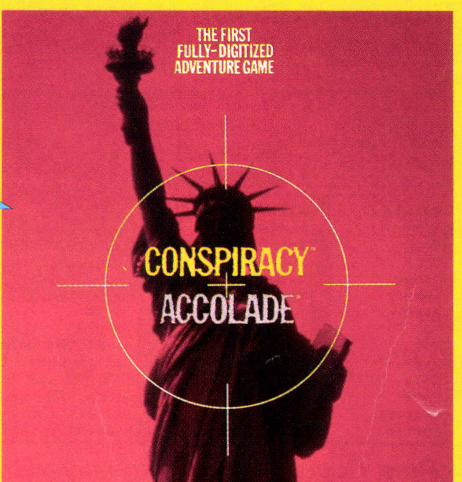
Suitcase
Magnetic Card
Book
Broom

Statue Base
Statue's Torch

A GAME AS TOUGH AS THE STREETS OF NEW YORK

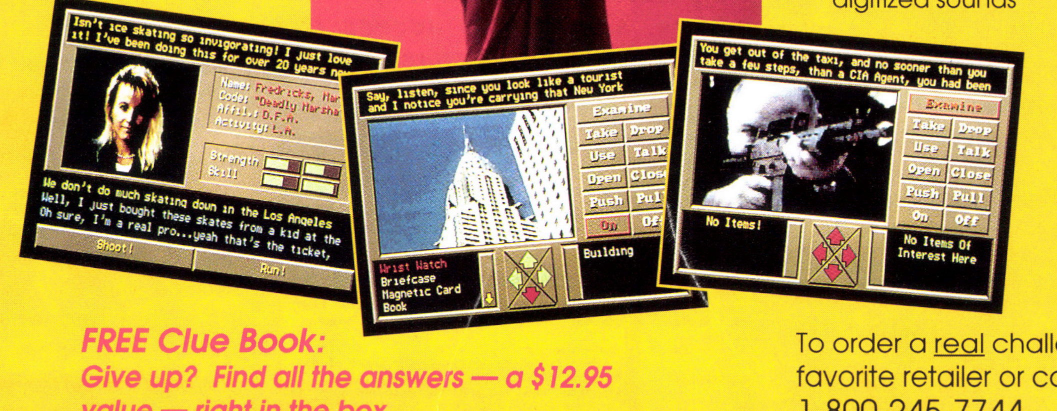
This is no stroll through Central Park. It's a first-person graphic adventure for maestros. Sure it looks great, and has a ridiculously easy point and click interface. But it'll take your best shot to beat it. So if you think you're up to the challenge, we're looking for a few good gamers.

Over 350 256-color VGA Images of New York City



A CIA agent is slain in a posh Manhattan hotel. Suddenly you're suspect #1. And unwillingly thrust into an ingenious plot to overthrow the U.S. government. Now you've got 24 hours to find seven files — the Deadlock Files — and save a nation.

- **100% digitized graphics**: the first authentic, first-person, "you-are-there" perspective (from actual 8mm video footage)
- **Real New York locations**: explore Wall Street, Liberty Island, Grand Central Station, Times Square, the Empire State Building, and more
- **Real depth**: more than 25 flesh-and-blood "actors;" amazing animation sequences; real-time combat sequences; original music and digitized sounds


Isn't ice skating so invigorating! I just love it! I've been doing this for over 20 years n

Name: Fredricks, Ma
Code: "Deadly Marsh
Affil.: D.F.A.
Activity: L.A.

We don't do much skating down in the Los Angeles
Well, I just bought these skates from a kid at the
Oh sure, I'm a real pro...yeah that's the ticket,

Say, listen, since you look like a tourist and I notice you're carrying that New York

Wrist Watch
Briefcase
Magnetic Card
Book

Building

You get out of the taxi, and no sooner than you take a few steps, than a CIA Agent, you had been

No Items!

No Items Of Interest Here

FREE Clue Book:
Give up? Find all the answers — a $12.95 value — right in the box.

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Actual game screens from IBM PC/VGA version of the game. Other versions may vary. © 1991 Accolade, Inc. All rights reserved.

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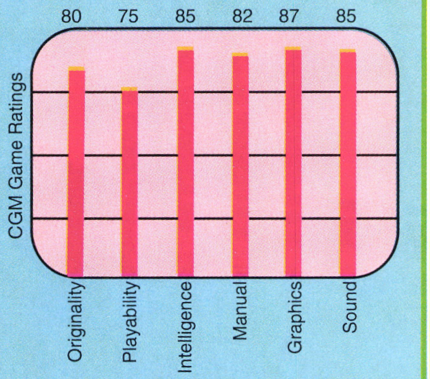
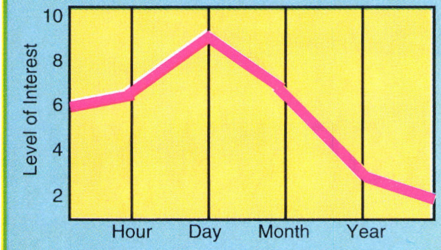
Time Quest

by Legend



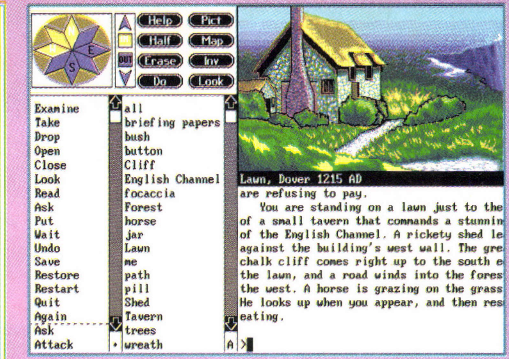
Overall Rating: 84%



Game Specs:

Memory Requirements: 512K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster, Roland
Average Playing Time: 50 hours
Available for: PC (EGA required)
Designed by: Bob Bates
Distributed by: Microprose
Retail Price: $59.95

A time machine has been successfully developed by the military. Called the Interkron 9000TX, this time warping device was a gigantic scientific breakthrough. That was until a loony Lieutenant Zeek Vettenmyer stole the machine and messed up some real important events in the history of civilization. And guess who gets to go back in time, traveling to 80 locations over 3 millennia to not only catch this madman, but also repair the damage he's created! Once you get the hang of time travel, you'll bump into such famous historical figures as Julius Caesar, Charlemagne, Winston Churchill, Napoleon and transverse the ancient lands of Baylon, visit world wonders like the Great Wall of China and the Pyramid of Cheops. The text tells all while the pictures and music heighten that which just can't be put into prose. The high-res EGA graphics insure that the pictures are highly detailed while the text is very readable.

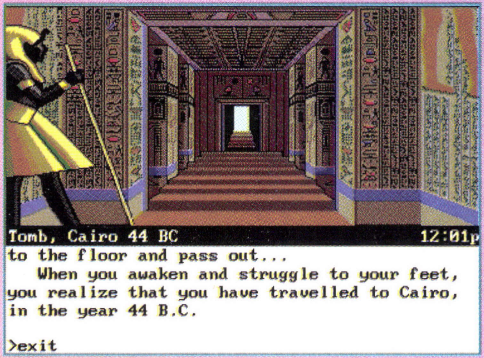


```
Examine    all
Take       briefing papers
Drop       bush
Open       button
Close      Cliff
Look       English Channel
Read       focaccia
Ask        Forest
Put        horse
Wait       jar
Undo       Lawn
Save       me
Restore    path
Restart    pill
Quit       Shed
Again      Tavern
Ask        trees
Attack     wreath
```

```
Lawn, Dover 1215 AD
are refusing to pay.
   You are standing on a lawn just to the
of a small tavern that commands a stunnin
of the English Channel. A rickety shed le
against the building's west wall. The gre
chalk cliff comes right up to the south e
the lawn, and a road winds into the fores
the west. A horse is grazing on the grass
He looks up when you appear, and then res
eating.

>
```

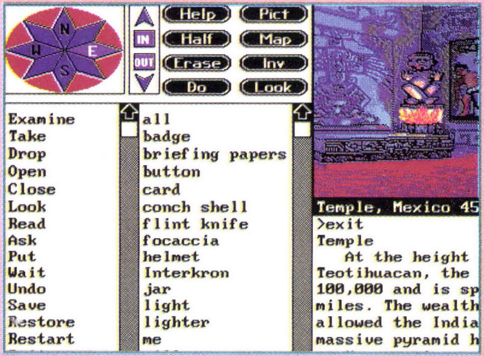
One of the more helpful additions to all of Legend's games are the word columns - no more parser guessing!



```
Tomb, Cairo 44 BC                    12:01p
to the floor and pass out...
   When you awaken and struggle to your feet,
you realize that you have travelled to Cairo,
in the year 44 B.C.

>exit
```

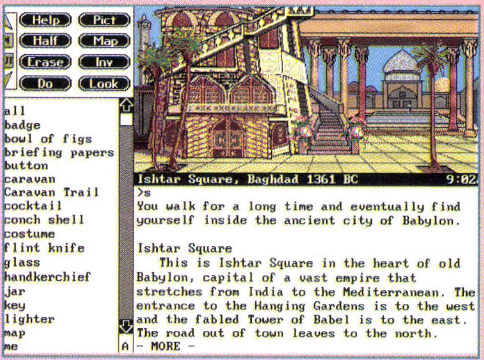
Some of the artwork in Time Quest is truly exceptional - just look at the detail of this high-res EGA picture!



```
Examine    all
Take       badge
Drop       briefing papers
Open       button
Close      card
Look       conch shell
Read       flint knife
Ask        focaccia
Put        helmet
Wait       Interkron
Undo       jar
Save       light
Restore    lighter
Restart    me
```

```
Temple, Mexico 45
>exit
Temple
   At the height
Teotihuacan, the
100,000 and is sp
miles. The wealth
allowed the India
massive pyramid h
```

Time Quest is played ideally with a mouse, as you can access the game's radio button features easier.



```
all
badge
bowl of figs
briefing papers
button
caravan
Caravan Trail
cocktail
conch shell
costume
flint knife
glass
handkerchief
jar
key
lighter
map
me
```

```
Ishtar Square, Baghdad 1361 BC                9:02
>s
You walk for a long time and eventually find
yourself inside the ancient city of Babylon.

Ishtar Square
   This is Ishtar Square in the heart of old
Babylon, capital of a vast empire that
stretches from India to the Mediterranean. The
entrance to the Hanging Gardens is to the west
and the fabled Tower of Babel is to the east.
The road out of town leaves to the north.
- MORE -
```

Are you getting closer to the end? Is there an end if you can control time?

85

Whoever says text adventures are dead should take a look at Bob Bates newest. Time Quest is a huge adventure with gobs of exquisitely drawn pics (complete with spot animations) and nice musical tracks to accompany them. But at the heart of the game, it is the text and storyline that made Time Quest such a joy. Incidentally, Bob came from the last ill-fated days of Infocom and brought with him the text style that made Infocom games last so long without the need for pretty pictures. Still, Time Quest embellishes these touches well. My only criticism with Time Quest is the ending - it's too abrupt! ***-Mike***

88

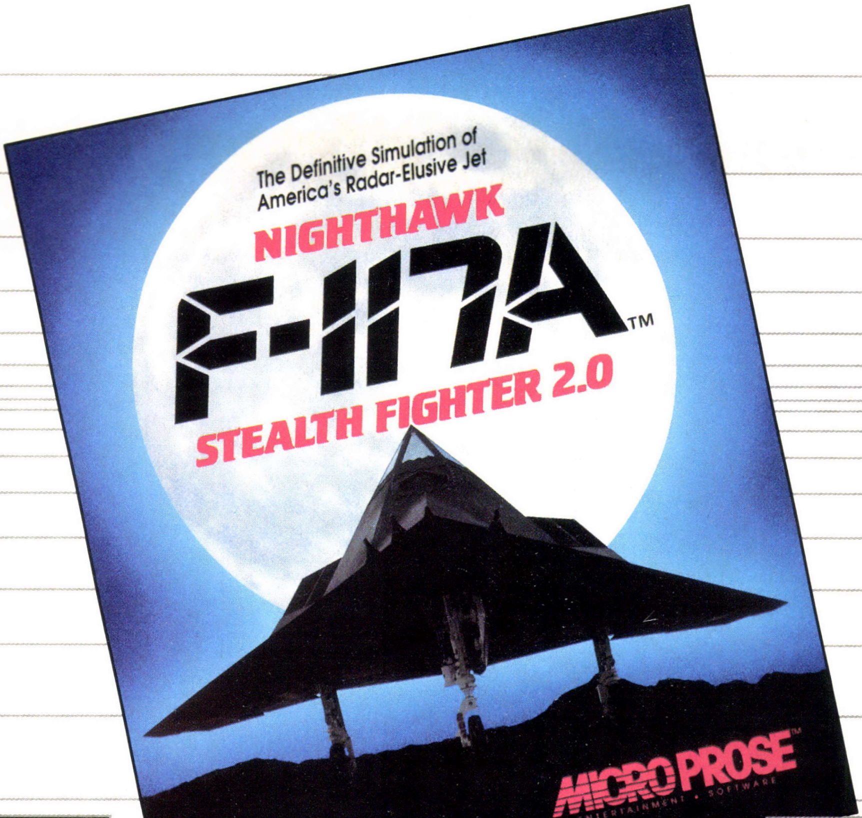
When I first saw the game Time-Quest, I thought of a typical text adventure. I now realize how far text adventures have come since the original Adventure Land for Commodore Vic-20. This is the first text adventure I played where I felt I was in the game, rather than watching it. The box says it supports 256 colors, and every one of the pictures has outstanding detail, even a water droplet falling into a puddle in the sewer in Rome! The sound was also very good (I used a Soundblaster card)! The only thing that was lacking in the game was an ending. If you're a King's Quest fan, this is one for you. ***- Dave***

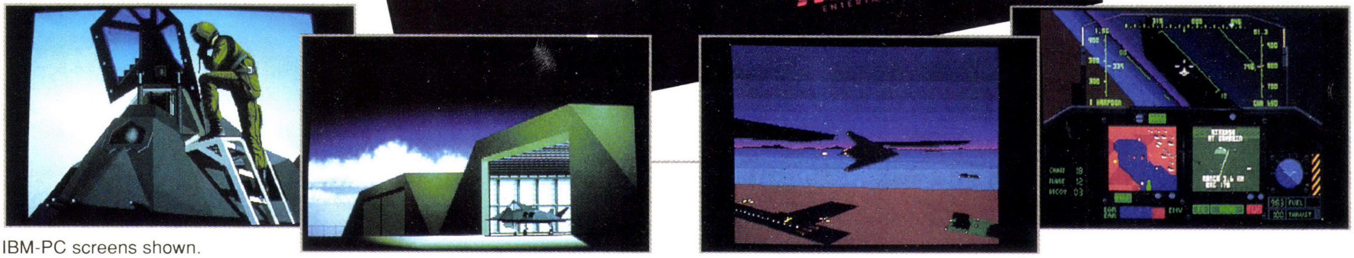
82

Time Quest is a must-have for any text adventure player. It's a long and involved quest, although it's also pretty straight forward. The game also has a great sense of humor depending on your input (one particular answer springs to mind. I can't talk about it more specifically, because this *is* a family magazine). All in all, Time Quest is fun, challenging, and exciting. My only gripe is the ending. What happened to it? The lack of a suitable or satisfying conclusion after an otherwise great game really pulls its score down. Sad but true, I like it when games reward me at the end, and Time Quest didn't. ***-Steve***

Air Superiority...

"Mr. President, We Have A Target-Rich Environment."





IBM-PC screens shown.

Fly the plane that baffled Baghdad radar systems and air defenses during the Persian Gulf War, the plane specifically designed for dangerous solo missions behind enemy lines.

F-117A Nighthawk Stealth Fighter 2.0 is a dramatic advancement of *F-19 Stealth Fighter*, MicroProse's critically acclaimed simulation of the radar-elusive jet, named Best Simulation of the Year in 1989. With **more worlds**, **more action**, **better and bolder graphics** and MicroProse's legendary dedication to authenticity and excitement, *F-117A* represents a new breed of combat flight simulator.

For IBM-PC/Tandy/compatibles. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030.

- Dramatic sprite explosions and smoke.
- New, more accurate cockpit and in-plane graphics.
- Graduated horizons, landscapes, and seascapes in VGA.
- Spectacular night graphics with special night HUD features.
- Authentic graphic representation of the F-117A, in 3-D with more polygons and detail.
- Improved mission generation with brand new challenges and scenarios.
- Nine worlds in which to fly, including Cuba, North Korea, the Kuwaiti Theatre of Operations, Central Europe, Vietnam and the Middle East.
- Improved, more challenging enemy Artificial Intelligence.
- Totally updated sound package including original new music and digitized speech.

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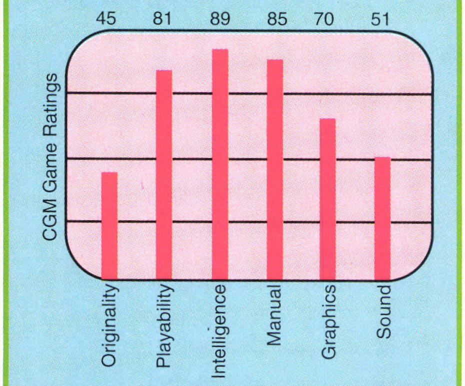
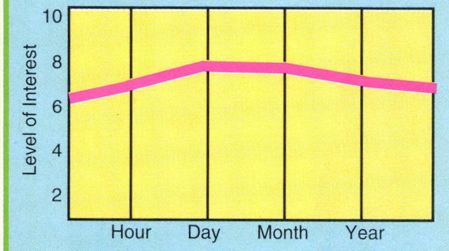
Armada 2525

by Interstel



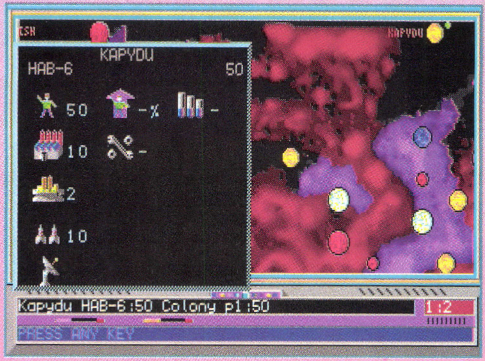
Overall Rating: 75%



Game Specs:

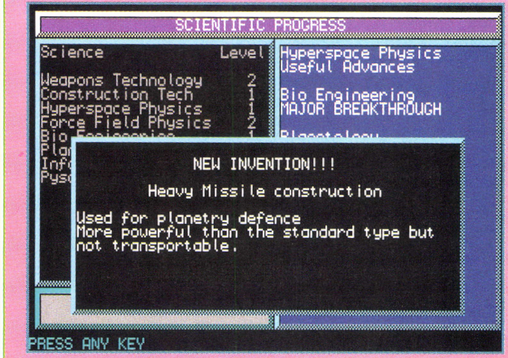
Memory Requirements: 512K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib
Average Playing Time: 70 hours
Available for: PC; Amiga version to follow
Designed by: Interstel Corporation
Distributed by: Electronic Arts
Retail Price: $49.95

The galaxy is once again on the brink of all-out intergalactic war and conquest! Five factions of alien races are at the battle table prepared to devour the planetary pie. Whether you opt to battle computerized aliens or humanized friends, the goal is the same. By controlling your 'superior' race on your home planet, you can achieve victory and overall strategic, military and technical supremacy by establishing colonies on other planets, battling other players, and developing new, more potent technology to use to your advantage. Featuring direct ship-to-ship and ship-to-surface combat, five planets classes, eight levels of technology and 100 unique computer opponents, Armada 2525 will take some time to learn. But once you invest some time into the enormity of the task at hand (the manual alone will impress you with the game's size and complexity), the features Armada 2525 has to offer will strike you!



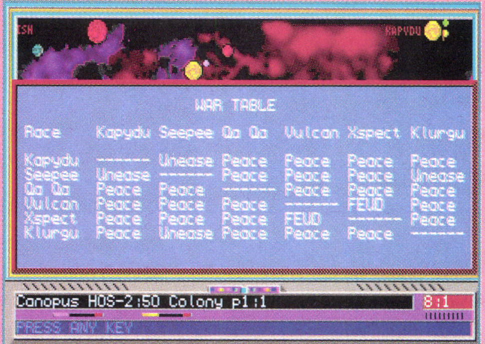
```
Kapydu HAB-6:50 Colony p1:50
```

Take a look at the overall planet map and your production of necessary goods and prepare for conquest!



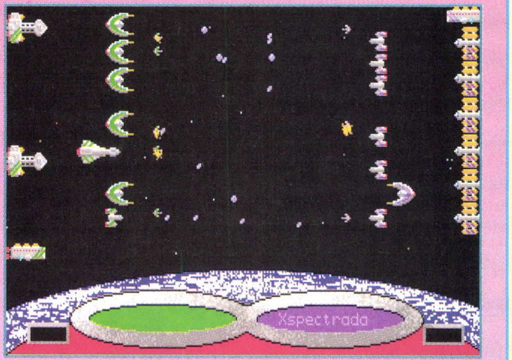
```
SCIENTIFIC PROGRESS
Science                 Level   Hyperspace Physics
                                Useful Advances
Weapons Technology        2
Construction Tech         1     Bio Engineering
Hyperspace Physics        1     MAJOR BREAKTHROUGH
Force Field Physics       2

NEW INVENTION!!!

Heavy Missile construction

Used for planetry defence
More powerful than the standard type but
not transportable.

PRESS ANY KEY
```

As time progresses, your researchers will develop potent weapons to assist your armada.



```
WAR TABLE

Race    Kapydu Seepee Qa Qa  Vulcan Xspect Klurgu

Kapydu  ------ Unease Peace  Peace  Peace  Peace
Seepee  Unease ------ Peace  Peace  Peace  Unease
Qa Qa   Peace  Peace  ------ Peace  Peace  Peace
Vulcan  Peace  Peace  Peace  ------ FEUD   Peace
Xspect  Peace  Peace  Peace  FEUD   ------ Peace
Klurgu  Peace  Unease Peace  Peace  Peace  ------

Canopus HOS-2:50 Colony p1:1                   8:1
PRESS ANY KEY
```

By observing the War Table, you can find out at a glance who your real friends and enemies are.



Place your ships for planetary capture and eliminate your opponents!

75

The company responsible for the Star Fleet series are back, this time with a product that looks just as entertaining as their previous offerings. I've always enjoyed the simplistic complexity of Interstel's games (by the way, I'm an Empire guru). Armada 2525 reminds me a lot of SSI's Stellar Command, with the added ability to engage up to 5 human or computer opponents. Like other Interstel titles, graphics aren't particularly snazzy, but they're do-able. Sounds are minimized to blips, but even then, they do the job. Though not as pretty to look at as, say, Virgin's Overlord, I still had fun with Armada. ***-Mike***

79

There may be an alternative for my gang at the Friday night poker fest. Definitely more fun with human opponents than against the computer, Armada is a thorough, complex galaxy-control game waiting to be explored and conquered. There's little to drool over as far as graphics and sound-effects, but the complexity and intelligence of the many facets of running your space colonies is very commendable. With inputs to decide which types of ships to build, what technology to master, and where to direct your explorations, there's enough in Armada to keep you busy for light-years. ***- Dave***

72

Armada 2525 is an interesting game, and it can become somewhat addictive, but not in a way I like. It's easy to get hooked just because you want to beat the game, not because your having such a good time you forget to look at the clock. It's a good idea for a game, and I am normally a big fan of this type of galactic empire-conquest title, but Armada left me a little cold, although the game is much better with many players. Was it the graphics? Was it the sound? I don't know if it was any one thing, but it was something. It's complex and detailed enough, I just felt like there could have been so much more! ***- Steve***

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When It's Done Right

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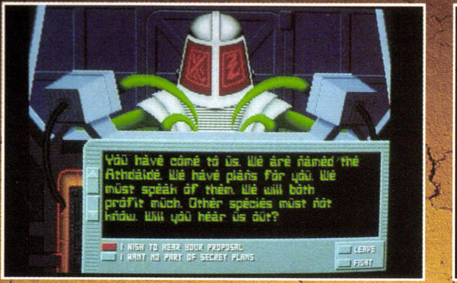
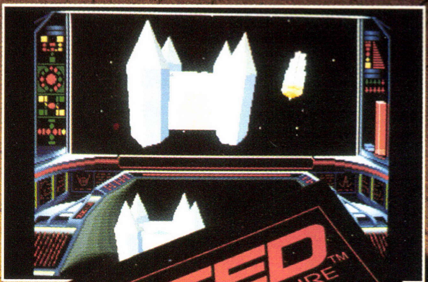
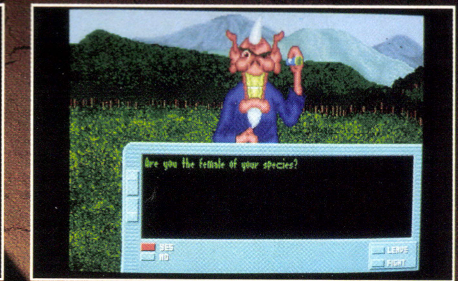


You have come to us. We are named the Athdalde. We have plans for you. We must speak of them. We will both profit much. Other species must not know. Will you hear us out?





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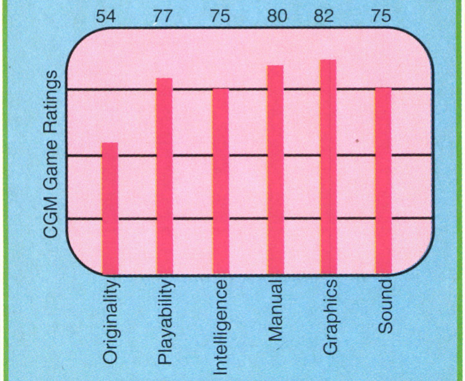
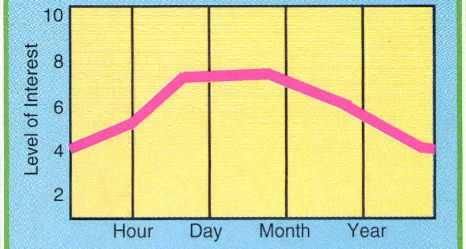
Cybercon III

by U.S. Gold



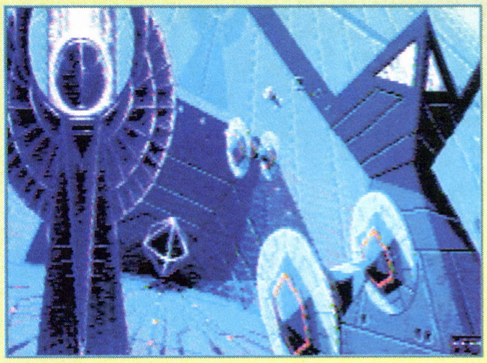
Overall Rating: 83%



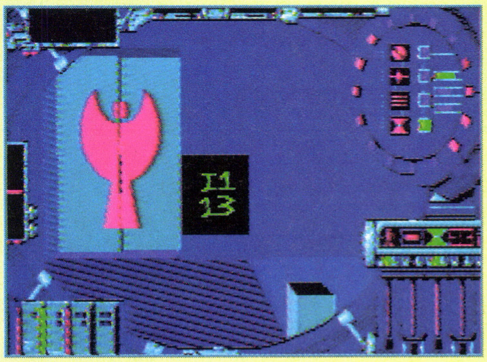
Game Specs:

Memory Requirements: 512K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster, Roland
Average Playing Time: 80 hours
Available for: PC, Amiga, Atari ST
Designed by: The Assembly Line
Distributed by: U.S. Gold
Retail Price: $49.95

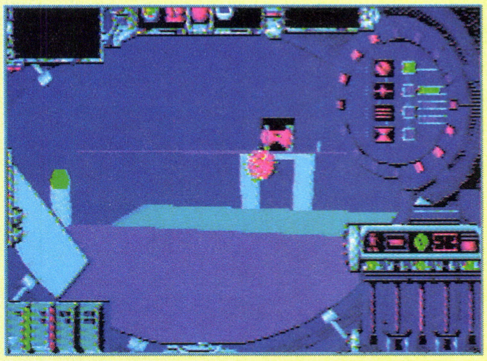
Cybercon III, the world's most advanced Super Defense computer, has gone mad. Like HAL in 2001, Cybercon III has achieved machine consciousness and engaged in a 'Terminator' style of execution of its creators. Before any further destruction takes place, human agents have determined that one man can penetrate the computer's complex and destroy Cybercon's brain stem, thereby saving the human race from silicon-based domination. Putting Cybercon out of commission won't be easy - sentry robots, plasma projectors, Nemesis sensors, and poly-carbonised reactive armor protect Cybercon from intrusion. Still, you will be shrouded with a protective robot suit looking similar to the one Ripley fought off the Mother Alien with in 'Aliens'. The encasement is equipped with an electro-magnetic tracker, optical plasma projector, 9mm Bio-ceramic reflective alloy armor, and dozens of sensors to aid in your task.



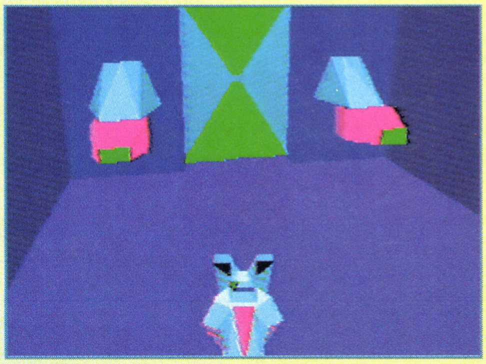
This cool artistic representation of the threats one will face in Cybercon III greets the player upon boot-up.



The faceplate within your Power Armor indicates all necessary weapons defense system status!



The robot sentry inhabitants aren't very friendly. Shoot first before they sap you of your protective strength!



Should you meet an untimely demise, you'll be treated to a gratuitous boom!

82

Another high speed computer gone bad, eh? Sounds like Activision's Hacker II or Rainbird's Tracker to me. Still, I had to prove once and for all that carbon-based neuron connections are more powerful and adaptive than silicon ones. The Assembly Line boys are back from their 'Vaxine'-ations and are proving to be a multi-faceted computer gaming house. The graphics are very 'Interphase'-ish (an Image Works game) with minimal but effective sound. Frustration factor is high until you learn how to access the systems and open a few security doors. After that, it's a pretty satisfying real time adventure. ***-Mike***

85

Although some players may have difficulty with initially learning this game, I actually *prefer* a simul where it takes some time to get acclimated. That's a sign of a deep game, with enough built-in mechanics to duplicate that reality. The Power Armor suit is complete with numerous energy banks, locations for extra weapons, a 360-degree enemy indicator - the works. The manual fully explains the operating commands, while also giving a nice historical background on the state of the world. Plenty of robot-control functions and a vast complex to explore make Cybercon III fairly impressive. ***- Dave***

80

Hmmm. . . This is a decent game, but I'm not too overly fond of the premise. The whole humans vs. computers bit has been done many many times before, and it's been done better. Rainbird's excellent Tracker is a good example. Additionally, the game is tough to figure out initially. But it's worth it when you get down to playing it. I like the fact that Cybercon III is set in real time, because that adds an element of urgency to what you do that some other games lack. The graphics are very satisfying as is the minimal sound. A good effort, but I wish they would get away from that plot line. ***-Steve***

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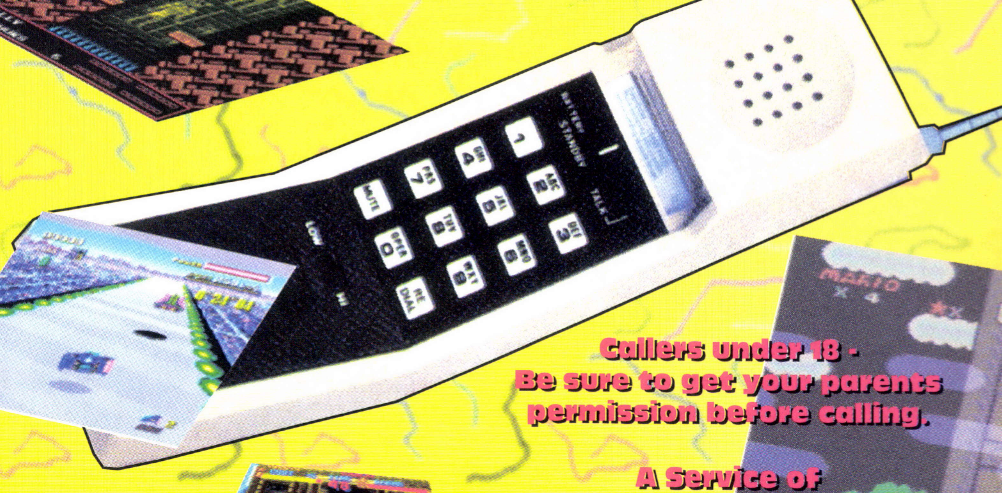

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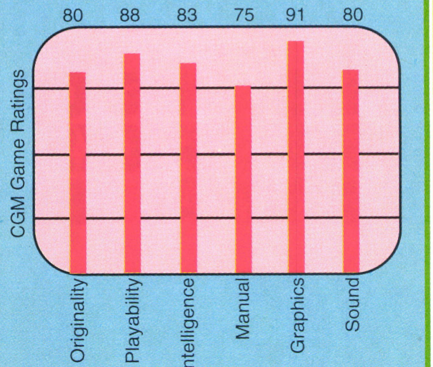
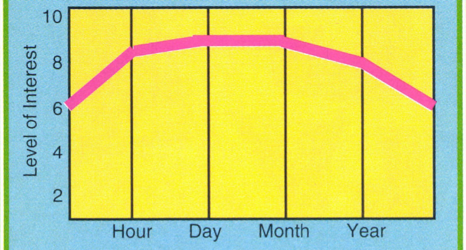
Armour-Geddon

by Psygnosis



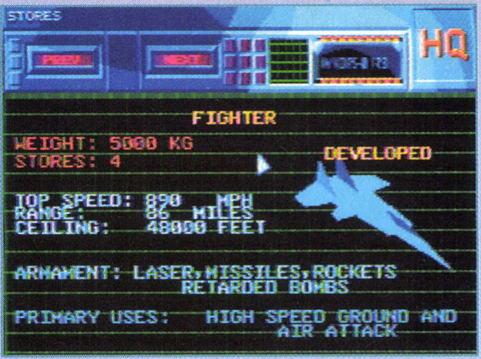
Overall Rating: 84%



Game Specs:

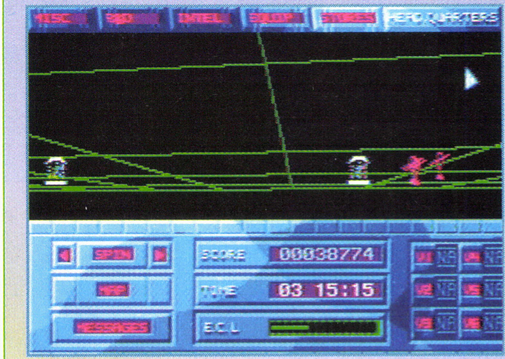
Memory Requirements: 512K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster
Average Playing Time: 75 hours
Available for: Amiga, Atari ST, PC (Nov. '91)
Designed by: Paul Hunter & Ed Scio
Distributed by: Psygnosis Ltd.
Retail Price: $49.95

In a post-holocaust world, ravaged by a thousand nuclear winters, survivors known as "The Sheltered Ones" begin to piece back human existence. However, an enemy has banded together to use a weapon left behind from the warring days that could annihilate any force attempting to destroy them. You are that force, and with enough guts, skill and determination, you'll be able to use your resources to track down the 5 scattered pieces of an ancient Neutron Bomb, the only weapon that can stop the enemies from frying you first. At your disposal are a limited number of engineers and scientists who can help develop and build a weapons arsenal consisting of tanks, hovercrafts, helicopters, stealth fighters and bombers. Equip these vehicles with laser beams, bombs, rockets missiles, flares, cloaking devices, etc. Multiple camera views, cockpit displays, maps and data keep you informed of your progress!

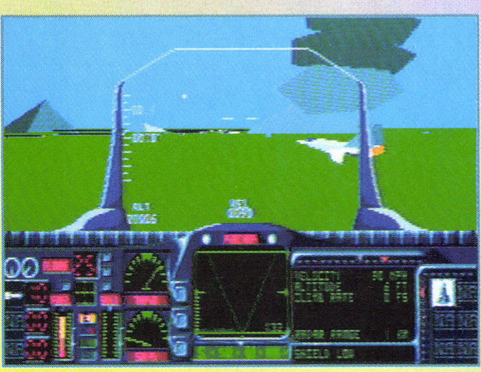


FIGHTER
WEIGHT: 5000 KG
STORES: 4
DEVELOPED
TOP SPEED: 890 MPH
RANGE: 86 MILES
CEILING: 48000 FEET
ARMAMENT: LASER, MISSILES, ROCKETS
RETARDED BOMBS
PRIMARY USES: HIGH SPEED GROUND AND
AIR ATTACK

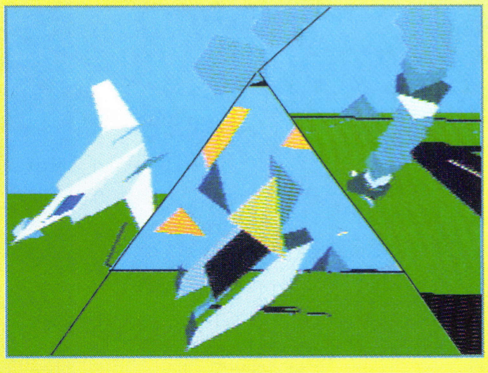
Before you can deploy your forces, you have to develop and build them. Build 'em up and roll 'em out!!



Nothing like having a full-rotational map that swings around and displays advancing enemy forces!



Piloting the helicopter is a ball! But watch out! Your wingman fighter just got toasted by enemy fire!!



This frame is actually 3 game screens showing the dramatic camera angles.

95

This game is phenomenal! Excellent! I loved every single minute. Now some of you may know how much of a fan I am of Carrier Command, and Armour-Geddon takes that game steps beyond! This is the kind of game that even with millions of pictures, you still couldn't induce the excitement I feel for Armour-Geddon! I know this game has been a long time coming, and man, it was worth the wait! I can't wait to finish this review so I can get right back into playing another round of total vehicular pandemonium. By the way, the direct connect option in the game is icing on the cake! Magnificent! ***-Mike***

81

There have been a lot of "save our little habitat"- type games out in the last few years, with Midwinter being among the best. But Armour Geddon has a number of new features not used before. Having to employ scientists to develop a weapon systems, then assign engineers to manufacture them, is interesting, as is the advanced filled-polygon graphics (much better than others of its kind). Being able to control every vehicle, and personalize their armament, is a bonus. Combat is fast and furious, though sometimes a bit too difficult. And the opening sequence, tho a little short, is excellent. ***- Dave***

75

Sorry guys, this one just didn't do it for me. Oh, I liked a lot of it. There was some great stuff; the idea that you need to develop and build your weapons instead of just getting them from an inexhaustible supply, the variety of machines, the graphics, but I just couldn't get into it. Maybe it was that the various vehicles were not that easy to control, and since attack was almost instantaneous, many of my forays into battle lasted about forty seconds. Maybe it's the fact that the jet plane engines sound like vacuum cleaners. I don't know what it was, but I know that it wasn't what I was expecting. ***-Steve***

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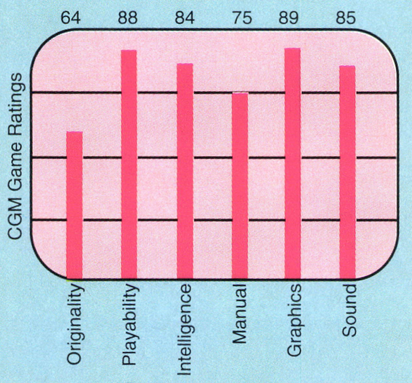
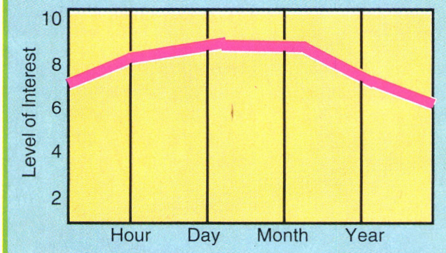
Speedball 2

by Konami



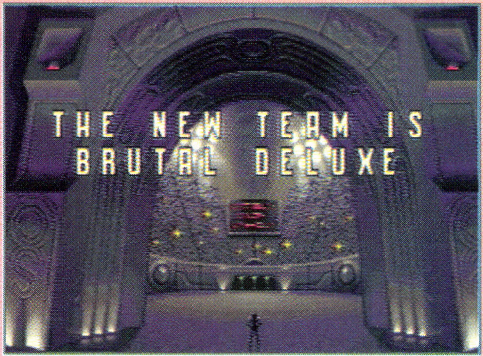
Overall Rating: 87%



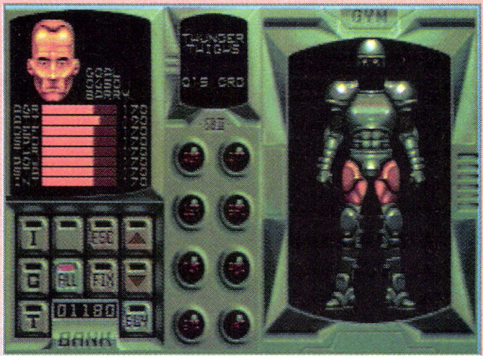
Game Specs:

Memory Requirements: 512K
Support: Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster
Average Playing Time: 40 hours
Available for: PC, Amiga, Atari ST
Designed by: The Bitmap Brothers
Distributed by: Konami
Retail Price: $39.95

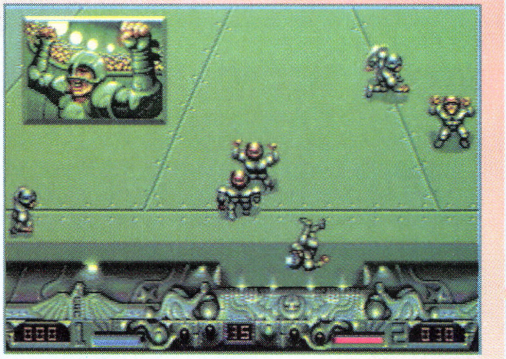
The Bitmap Brothers are back with their upgraded release from their first smash hit, Speedball! Speedball 2 advances this Australian rules football / soccer game an additional 20 years into the future where the game has now gone underground due to the brutal violence associated with the it. Speedball 2 features a huge pitch that smoothly scrolls around active teammates following the action. Before entering the arena, however, you need to choose your star players. Vary attributes such as aggressiveness, intelligence, etc., which will accurately reflect that character's abilities during an intense match. Then, select a challenging team and get mean! Tackle the opposing team, causing as much injury to them as possible. Bash 'em hard enough and watch the close-up cam in the corner screen relive the moment with the loser taking the fall - and a hard one at that! If you want a hardcore sport, slam into Speedball 2!



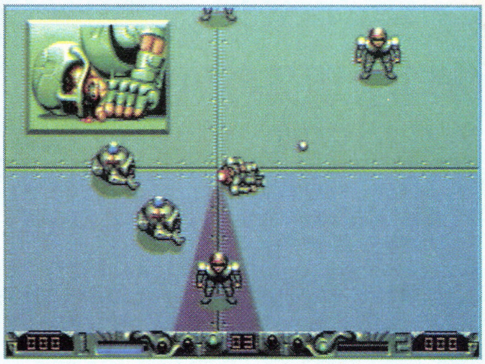
Stand before a packed arena knowing that soon you'll be knocking heads with the best of 'em!



Select your teammates and suit up with the best money can buy before you lead your players to victory!



Make a phenomenal goal and you'll be invited to view a replay of the events leading up to the score!



Say, aren't you boys getting a bit too rough out there? This guy sure did!

88

I really had a ball with this game. I was a big fan of the Bitmap Brothers first Speedball game and was afraid that they would simply rehash the graphics with the old gameplay intact. Thankfully, they've made changes for the better. Team control is much easier than the first. Animation has also been drastically improved and the sounds are now digitized uhgs and umphs when players crash into eachother. I also got a kick out of the instant replay option. Building up your team with credits collected from the playfield adds a further touch to an already polished game. Great fun!!! ***-Mike***

85

Back in early "90 when I first played Speedball, it seemed more like the arcade sports games I had been playing for years, but hadn't seen enough of on the PC. Now comes an improved version (actually, a redone version), and I'm even more impressed. It may not have all the challenge of some of the complex simulations out there, but it's got enough speed and action for nearly every sports fanatic. The extreme violence harkens back to Rollerball, but there's a lot more than brute strength needed to win. The replay feature's nice, too. "He shoots, he scores!" ***- Dave***

89

WOW! This game is a blast! This game reminds me a lot of the old James Caan movie "Rollerball" without the motorcycles. Brutal action that never quits. Maybe I sound a little bloodthirsty, but I really enjoy this kind of bash around sports game on any computer system, and Speedball 2 is one of the best I've played. The excellent graphics don't hurt, either. The replay feature (complete with victory dance) is also a nice added touch. Speedball 2 gives you all sorts of bang for your buck, and doesn't hedge on anything, least of all, action and violence. No quarter asked, and none given! ***-Steve***

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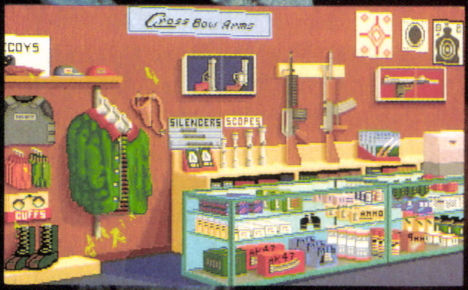
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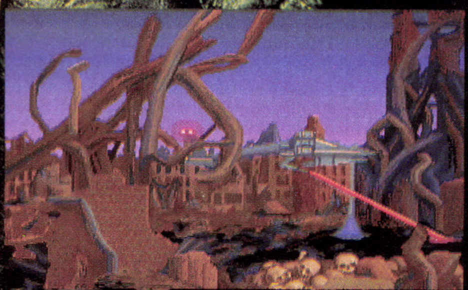
THE TERMINATOR



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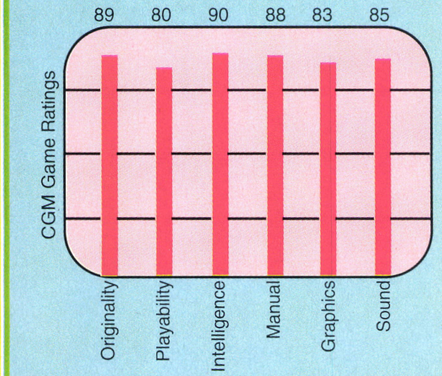
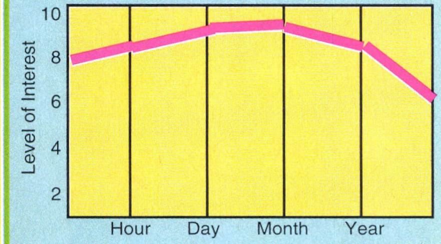
CIRCLE #125 ON READER SERVICE CARD.

Martian Dreams

by Origin Systems



Overall Rating: 86%



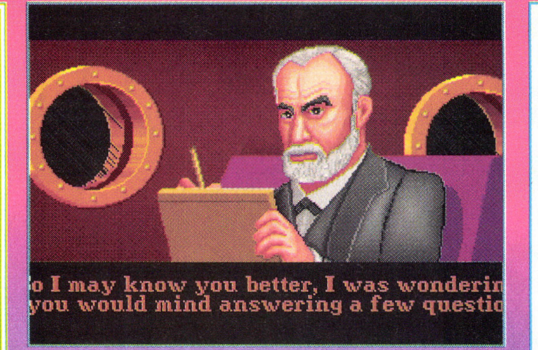
Game Specs:

Memory Requirements: 640K, 10 Mhz or >
Support: Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster, Roland
Average Playing Time: 75-100 hours
Available for: PC and compatibles
Designed by: Lord British & Jeff George
Distributed by: Origin Systems
Retail Price: $59.95

The most exciting exhibit at the 1893 World's Fair was undoubtably the huge Space Cannon that Sir Percival Lowell had constructed. So popular was it that a few dozen of the world's greatest leaders were aboard inspecting it , when BOOM! - an unplanned departure occurred.

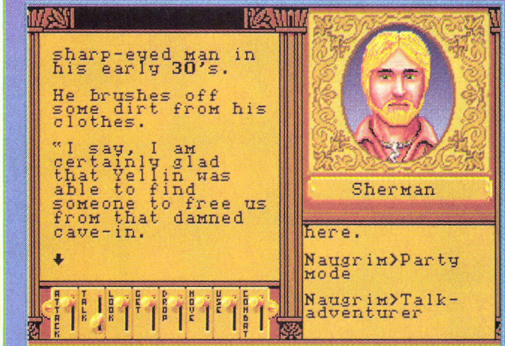
Arriving some time later on the Martian surface, the Avatar and his friends set out to rescue the travellers and bring them home. But something is amiss. At one of the settlements, the visitors have been experimenting with a special machine left over from the previous Martian inhabitants, and have been taken over by the presence of the seemingly extinct Martians. so you must also remove these spirits from the humans' psyches.

Other adventures include bringing the power for the planet back online and melting the ice caps to fill the "canals." Get ready to make Orson Wells' worst nightmare come true!



o I may know you better, I was wonderin
you would mind answering a few questic

Many of the characters will be familiar to you, such as Sigmund Freud who wants to study your dreams.



sharp-eyed man in his early 30's.

He brushes off some dirt from his clothes.

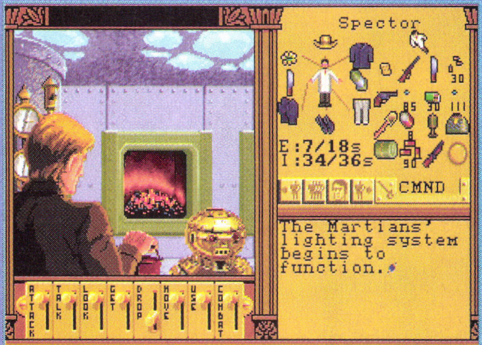
"I say, I am certainly glad that Yellin was able to find someone to free us from that damned cave-in.

here.

Naugrim>Party mode

Naugrim>Talk-adventurer

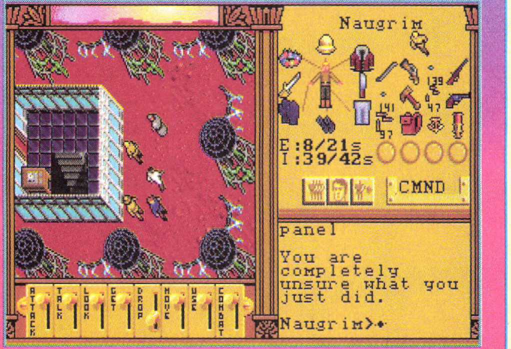
Talk about familiar! "Sherman" will be helpful, since he and his two friends have explored all of Mars.



E:7/18s
I:34/36s

The Martians' lighting system begins to function.

An abundance of mini-missions must be completed, such as restoring power to the Martian "Con Ed."



E:8/21s
I:39/42s

panel

You are completely unsure what you just did.

Naugrim>

But many more missions will need completion before your final goal.

85

By now, most of you should know that I'm not that much of a role playing fanatic - that's already one strike against Martian Dreams. Still, as unbelievable as the premise of the story of this second installment in the Worlds of Ultima is, something in this game seemed to draw me into the characters - I could actually begin to feel concerned for the little pixelized entities on the monitor! For people who get into this type of thing, Martian Dreams will immediately win you over into exploring a Martian landscape where some pretty cool stuff can be discovered. So if I can get into this, it's gotta be good! ***-Mike***

87

Just when I think the Ultima crew can go no further, they surprise me again. Marian Dreams contains stunning new cities and underground regions to conquer, as well as truly interesting characters. The biases one character will have for another is great (read "Tesla Vs. Edison"). While the world is understandably not as huge as Britannica nor as widely populated (it's a barren world, after all), there is plenty to do and explore, enough for a hundred hours of gameplay or more. The soundtrack gets better each time, too, and the item storage system, I feel, is the only way to run an RPG. ***-Dave***

87

When I was a kid reading Edgar Rice Burroughs' John Carter of Mars series, I dreamed about adventuring on Mars. Origin has now come through and given me that chance and the results are truly great. Martian Dreams has a great plot, and it's original enough to keep me going for a while. Nice graphics, and an especially unique blend of science and pulpy adventure story science fiction. I'm impressed. Another great aspect of this title is the characters! Where else can you walk down the street and talk to people like Mark Twain and Rasputin? You can here, and you'll enjoy doing it. ***- Steve***

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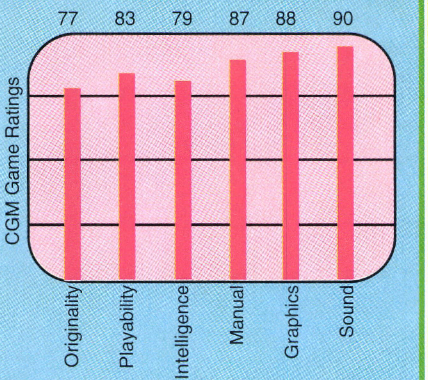
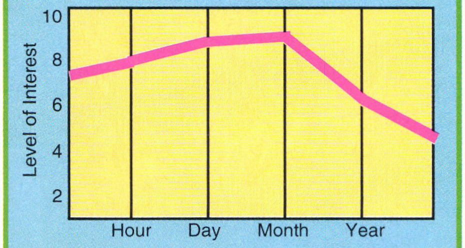
CIRCLE #162 ON READER SERVICE CARD.

Vengeance of Excal.

by Virgin Games



Overall Rating: 84%

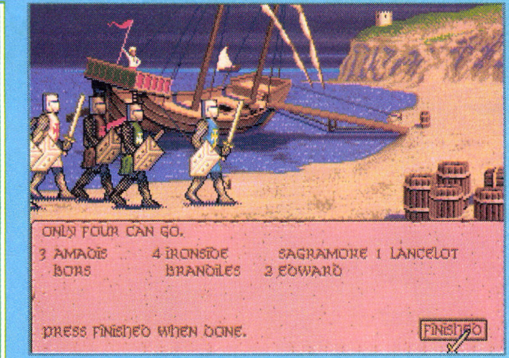


Game Specs:

Memory Requirements: 640K
Support: Mouse, Joystick, Keyboard
Add'l Support: Ad Lib, SoundBlaster, Roland
Average Playing Time: 50 hours
Available for: PC
Designed by: Synergistic Software
Distributed by: Virgin Games
Retail Price: $49.95

After Arthur's knights defeated Morgan le Fay and restored his heir, Constantine, to the throne, all seemed well with the land. But soon, a new evil spread across the land, bringing with it famine, pestilence and disease. To make matters worse, the King himself was stricken by unknown invaders, paralyzing him, kidnapping his personal sorceress Nineva and stealing the land's greatest artifacts.

Now, your party of four knights must travel to Iberia, land of Moorish armies and wandering mercenaries, to retrieve the artifacts, rescue Nineva, and return England to its health. Along the way, you will ally with some of the more honorable inhabitants, explore dungeons, and converse with townspeople and travelers. Herballists with valuable potions can be helpful, and other magic items can be found or bought. And your knightly skills of combat will be tested often. For King and Country!

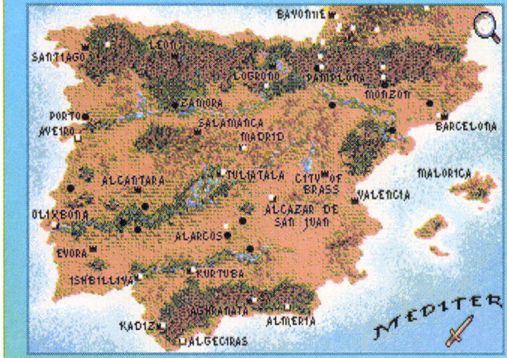


ONLY FOUR CAN GO.

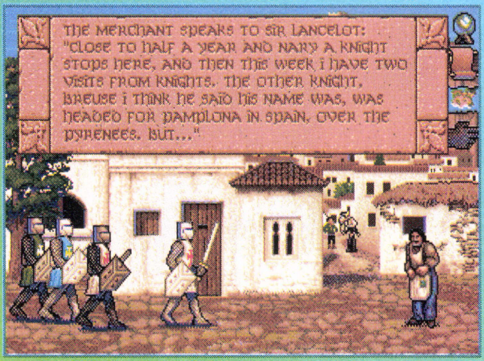
3 AMADIS 4 IRONSIDE SAGRAMORE 1 LANCELOT
BORS BRANDILES 2 EDWARD

PRESS FINISHED WHEN DONE.

Each of the knights has different skills and attributes. Choose wisely, because you can only take four.

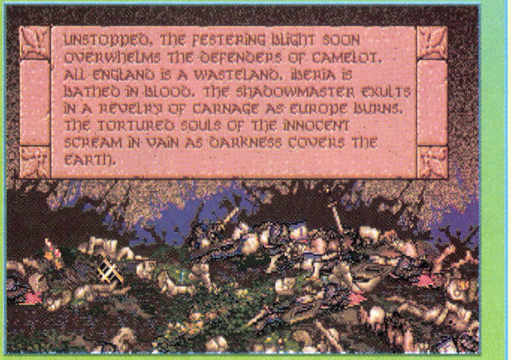


Your quest will lead you through the hordes of Basques living in the Iberian peninsula.



THE MERCHANT SPEAKS TO SIR LANCELOT: "CLOSE TO HALF A YEAR AND NARY A KNIGHT STOPS HERE, AND THEN THIS WEEK I HAVE TWO VISITS FROM KNIGHTS. THE OTHER KNIGHT, BREUSE I THINK HE SAID HIS NAME WAS, WAS HEADED FOR PAMPLONA IN SPAIN, OVER THE PYRENEES. BUT..."

You have a number of options when you deal with people, but some)like 'seize') will lower your nobility.



UNSTOPPED, THE FESTERING BLIGHT SOON OVERWHELMS THE DEFENDERS OF CAMELOT. ALL ENGLAND IS A WASTELAND. IBERIA IS BATHED IN BLOOD. THE SHADOWMASTER EXULTS IN A REVELRY OF CARNAGE AS EUROPE BURNS. THE TORTURED SOULS OF THE INNOCENT SCREAM IN VAIN AS DARKNESS COVERS THE EARTH.

This is what happens if you fail; death, carnage, and disgrace!

84

As some of you readers may know from the previous CGR, I'm not one for these medieval type games. Still, there was something about Vengeance that kept me interested. The graphics are very well drawn, yet one factor really caught my liking and perked my ears - the music! Christopher Barker's score for the game is excellent on the Roland card; I mean, this stuff stirs you! As for the game itself, gameplay is nearly identical to Spirit with the exception that Vengeance is a much more challenging and impressively larger game. If your a fan of the first, go get this one. Others, at least take a look!-***Mike***

89

Having played the two previous Virgin games (War in Middle Earth and Spirit of Excalibur) that use the same basic engine that Vengeance uses, I was totally impressed with the improvements. Even better graphics, much better sound, and far better control (icon or first-letter-activated commands) make Vengeance a truly enjoyable experience. There are much deeper areas to explore, as well as many more characters to talk to. Controlling your nobles in the map area is much easier now with the new controls. The history and legends in the manual make for excellent reading. Hail the King! ***- Dave***

82

This is an impressive piece of programming. The graphics are very nice, and the music is tremendous. The game is also very user friendly. The only drawback is the long load time between scenes, but its not that bad, especially when you've got something that looks this good to wait for. The graphics and music are what really make this game sing. The quest, while more interesting than the original Excalibur, is pretty standard fare. Still, if you're a fan of this style, Vengeance is definitely worth the price of admission. A solid effort all the way through. ***-Steve***

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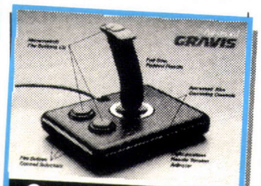

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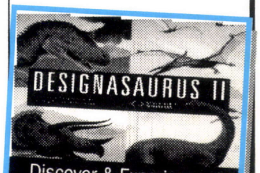

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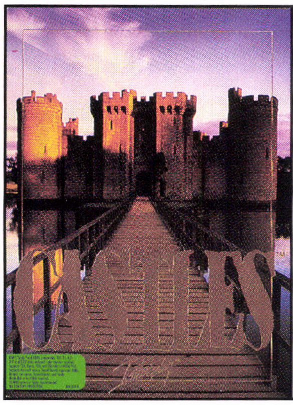

With **'CASTLES'** from **INTERPLAY** you design your own castle. Choose a site, decide where to put towers, walls, and gates, choose gatehouses and battlement heights. Allocate your work force and cash. Balance tax rates with morale to raise cash. Features realistic or magical settings, eight castle campaign game, nice animations, 256 color VGA, and sound board support. **$37**

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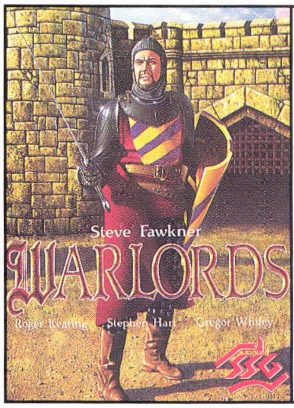

'WARLORDS' from **STRATEGIC STUDIES GROUP** is a huge eight player strategy game of empires and armies, castles and heroes, monsters and dragons. Capture cities to increase production. Use your heroes to form alliances. Improve castles and garrison troops to defend your empire. Lay siege to your enemies' castles to destroy his armies. Ambush his heroes to destroy leadership. **$29**

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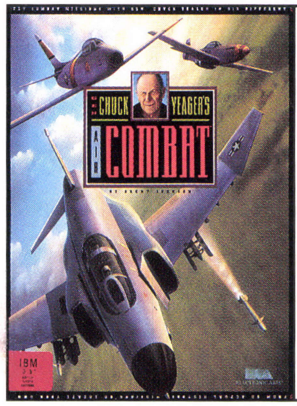

'CHUCK YEAGER'S AIR COMBAT' from **ELECTRONIC ARTS** offers flight simulation in 3 historic eras. It has 50 missions in WW2, Korea, & Vietnam. The game features tactical updates, accurate flight dynamics, multiple difficulty levels, 6 aircraft types, 256 color VGA& sound board support. Mix & match aircraft with the mission creator. Yeager's digitized voice offers personal advice. **$38**

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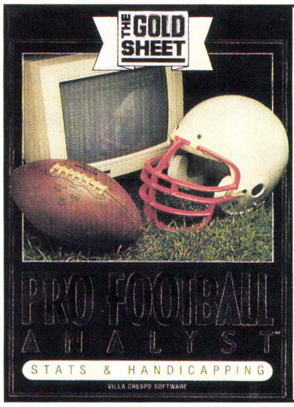

'PRO FOOTBALL ANALYST' from **VILLA CRESPO** is a statistics handicapping system for the stats oriented fan. Features display of 60 stats by team or category, trend spotting, offensive/dfensive rankings for each stat, unlimited prediction & trend formulas. Includes 2 years stats. Predict game results. Create & print pool entries. Easy stats updates by modem, mail or manually. **$37**

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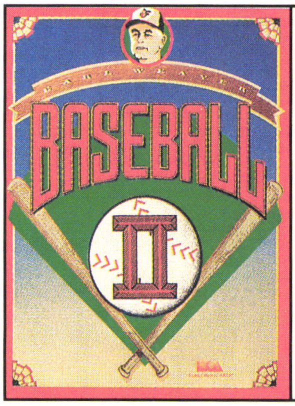

EA's 'EARL WEAVER BASEBALL 2' is the best all around baseball game out there. With over 100,000 frames of animation the graphics are spectacular. All the real parks and then some. All the stats for all the real 1990 players with weekly download updates. Accumulate, edit & print player stats. Includes quickplay option, unlimited camera views, instant replay, 256 color VGA & adlib support. **$32**

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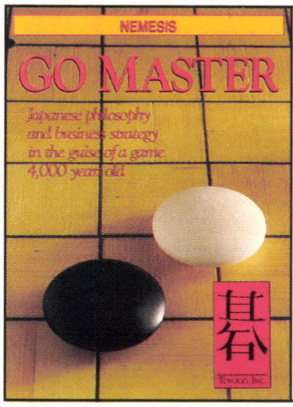
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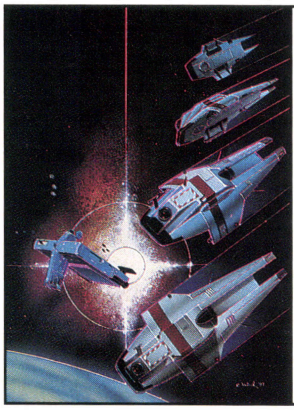

'WORLDS AT WAR' by **Lyric Software** is a game of naval combat on a galactic scale. Simple in concept, you can play the tactical study for an hour; or the campaign game for a weekend. Features include random map generation, hidden movemnet, design your own task forces, capture palnets to build more units. **CGW** said "...like **EMPIRE**, what this game has is play-value". **$30**

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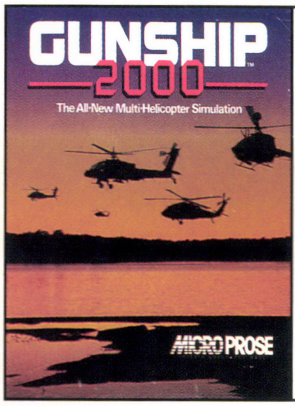

'GUNSHIP 2000' from **MICROPROSE** is a multi helicopter combat simulation. You control five copters on hundreds of combat missions in the Persian Gulf & Central Europe. On each mission choose amongst the Apache, Longbow, Cobra, Kiowa Warrior, Blackhawk, Comanche, or Defender. Call in air & artillery support. A campaign game and a mission designer are included. **$39**

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IN THE WORKS

Late Breaking Industry News From Those In The Know

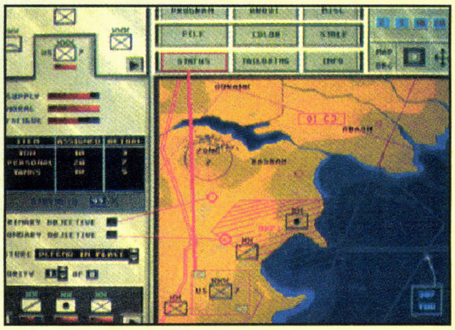
Welcome once again, computer gaming fans, to another edition of "In The Works". Here's the very latest news and tid-bits of things to come from top game software houses.

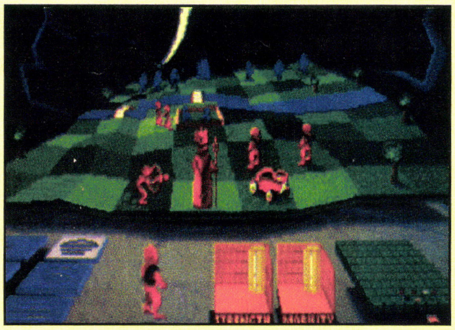
First, **Spectrum Holobyte** is making another sequel to their popular **Tetris** line of games. Again programmed by Russian mathemetitian and game designer Alexey Pajitnov, **Super Tetris** is promising to give a new twist to the cult classic. As soon as CGR can grab hold of some pics, we'll show them off in all their glory. Spectrum Holobyte is also going deeper into Russian territory with their **Crisis in the Kremlin** game. This sounds like a **Balance of Power** from a Soviet point of view. Vladimir Baculyn, lead programmer for the project, is incorporating animated TV broadcasts as well as a sense of humor throughout this otherwise serious game of economic, political and social cultural challenges in today's U.S.S.R..

Spectrum HoloByte™

You've seen the movie, now laugh along with Kevin in **Capstone's Home Alone**. Like the movie, 8-year old Kevin must devise traps to nab the burglars breaking in to the house. After the Rube Goldberg contraptions have been assembled, it's up to you to lead the thieves into the traps. Featuring digitized scenes from the movie, Home Alone is scheduled to hit around the same time the video does (around mid-October).

Three Sixty is busy designing two new strategic wargames. **Patriot** is a Gulf War scenario-style game featuring Super VGA 640x480 256 color resolution for PC players, as well as modem or direct connect play, digitized pictures of military hardware featured in the game (including all Coalition and Iraqi equipment from Desert Storm). Developed by the same programmers who brought **Harpoon** to life, Patriot should be one SCUD-buster of a game! The other wargame, **Theatre of War**, looking very much like a **UMS II** meets **Powermonger** game, again features modem or direct connect play. 256 color polygon-style graphics representing hills, valleys, rivers and man-made structures allow Theatre of War to accurately represent the art of battlefield management. Also coming from Three Sixty is their version of **Epyx's Winter Games**, titled **1992 Winter Olympics**. Updated for the '90's with 256 color VGA graphics and multiple camera angle playback of high-speed events (like the Downhill Slalom, Ski Jump, Luge, Bobsled and Biathlon events). In conjunction with **ABC**, the game will also feature authentic digitized photos and voices of actual ABC announcers.

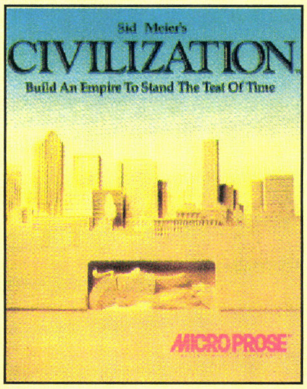




Coming this fall from **Interstel**, **Utah Beach, The Battle for Cherbourg**, is an operational-level game featuring the June 6th U.S. landing on the Normandy coast. Researched extensively by a military historian, Utah Beach looks like a game with high replay value.

Bruce Wilcox, the man who defied the belief that the Japanese board game Go was unprogrammable, is developing a major upgrade to his highly popular **Nemesis Go Master** called **Go Deluxe**. From what we've seen so far, it looks spectacular!

Finally, Sid Meier, **Microprose** master programmer, is back again with his computerized answer to **Civilization**. In his newest creation, players can construct new civilizations advancing towards survival and global expansion beginning from the founding of the first cities to



CGR TIDBITS

Everybody needs a helping hand sometimes, and computer gamers are no different. That's why we've included some helpful game codes here. Now you can jump right to the ends of these games.

Lemmings is an addictive game which has you leading a group of the furry animals through a maze. One false move, and they'll take off in a mad, suicidal rush.

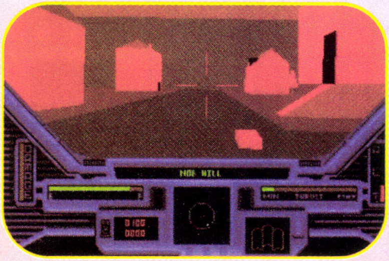
Killing Cloud is a police/action game with elements of flight and battle simulators. It takes good strategy and reflexes to make it out of the cloud alive.

KILLING CLOUD CODES

Distributed by Konami

This police flight/battle game has 10 tough missions, but now you can get to any one of them you want. The first mission doesn't need a code, but here are the codes for the last nine.

Mission 2-A66TG7EZ
Mission 3-2WWTQ7E3
Mission 4-QXX6G6EB
Mission 5-3336RWE3
Mission 6-XXX6G6EJ
Mission 7-4333GWER
Mission 8-W3Q1GWC
Mission 9-63QTEDEX
Mission 10-CA2FG7E2

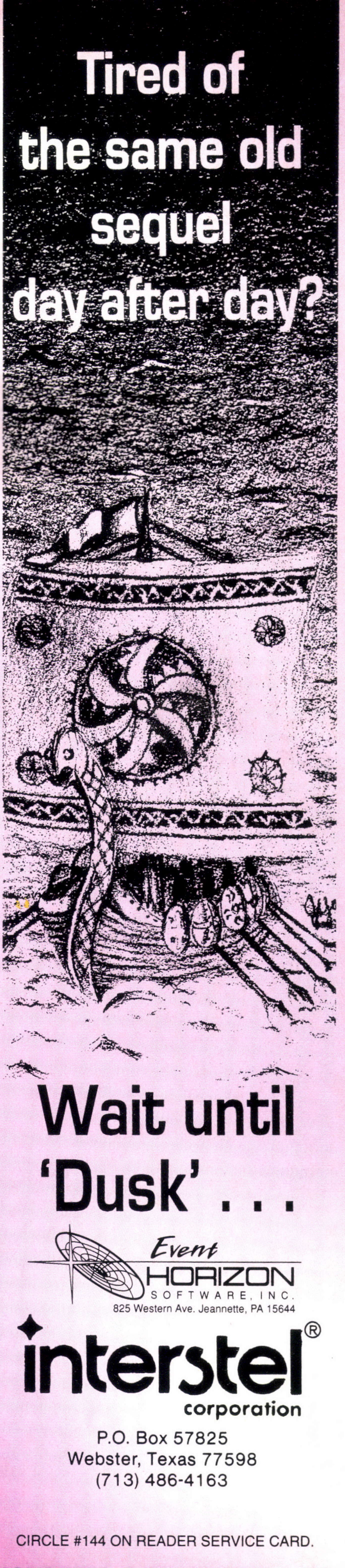


LEMMINGS CODES

Distributed by Psygnosis

Lemmings is one of the more addictive games around, but it can be really frustrating as well! Don't worry, though. Here are the codes:

Level 01-CMOLMFNQDK
Level 02-CAJJLDOBEX
Level 03-IJHNLKCCEU
Level 04-NHLDOCEDEP
Level 05-HLDOCMOEEJ
Level 06-LLKCAJLFER
Level 07-LKCMJNNGES
Level 08-KCAONLLHEK
Level 09-CIONNLKIEV
Level 10-CAKJOLKJEX
Level 11-IJHMDOCKEX
Level 12-NHOLKCALEK
Level 13-JOLKCINMEV
Level 14-OLKCEJNNES
Level 15-LOBIJNOOEK
Level 16-KCAOLMLPER
Level 17-CINLMDOQEV
Level 18-CAKHNNKBFP
Level 19-IJJLFOCCFT
Level 20-OHLFOCADFP
Level 21-HNNKCIOEFO
Level 22-LFOCAKLFFR
Level 23-NOBIJNNGFU
Level 24-OCENLLFHFK
Level 25-BIOLNFKIFN
Level 26-CAJJMFOJFT
Level 27-MKHONKCKFV
Level 28-OJONKCELFU
Level 29-HMFOCMOMFV
Level 30-ONKCEKNNFW



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CIRCLE #144 ON READER SERVICE CARD.

CGR HARDWARE REVIEW

Unlike roses, a joystick is not a joystick is not a joystick. Any product type that has a price range of eight dollars to upwards of one hundred is going to have a lot of range in it as far as style and quality. You get what you pay for with controllers, but sometimes, what you get and what you expect aren't the same.

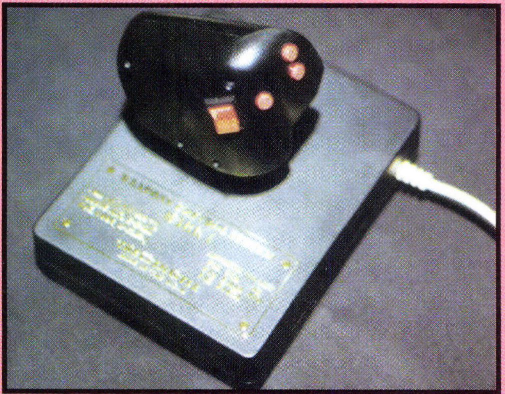
The ThrustMaster, made by the company of the same name, is not a joystick, per se. It functions as an additional controller, taking the place of many of the keyboard commands. While it can be used with any game, it really shines when used with a flight simulator. Used this way the stick acts as a throttle, while the buttons covering the handle act in a variety of ways, depending on the game you happen to be playing.

The ThrustMaster controller has a series of DIP switches along the front. Clicking on one of the switches will set the controller up to correspond to the specific controls of a flight simulator. For example, clicking on switch one sets the controller up for Strike Eagle II, and the buttons control such options as flares, chaff, radar mode, air brakes, and missile launching, with a separate switch for three types of missiles.

Oddly enough, the most fun I've had with this controller is with the game Red Baron. The reason for this is that there aren't a lot of button commands for that game. The only ones that work are the time compress and the attack command. Otherwise, the ThrustMaster is a throttle. A lot of fun, because it was a little like seat-of-the pants flying. Didn't take long to get used to, and it didn't take long to start dropping enemy planes, and that's what flight simulators are all about, aren't they?

A flight simulator fanatic's ideal controller set-up - ready for action!

Flight simulator fanatic Steve Honeywell enjoying a game of Falcon 3!

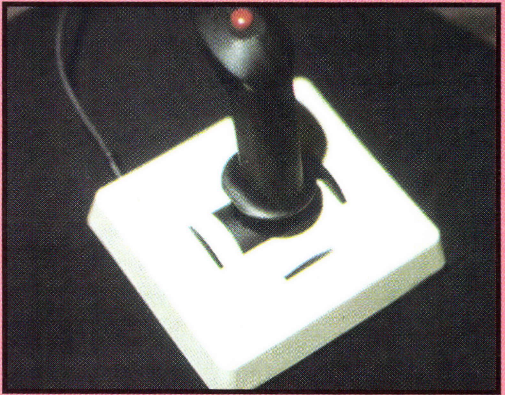


The ThrustMaster's Weapons Control System features multiple buttons!

A final word about the ThrustMaster; at first glance, it looks too complicated to use. There are six buttons and a three position switch in addition to the throttle. But, the handle fits easily into the hand, and all of the buttons are easily accessible. The design is comfortable and innovative. More importantly, it enhances games and is fun to use. It only looks like a Rube Goldberg contraption. CH Products' FlightStick is a joystick controller that finds an actual pilot's stick as its source. The controller has two buttons, both placed at prime locations on the stick itself. The handle is designed both for realism and comfort, and it succeeds on both counts. Instead of having the entire controller on one plane, the FlightStick has two separate axes of control that can be used separately or in tandem. This in itself is interesting, because it allows the joystick to control the same way others do, but it gives it an entirely new feel.

The IBM version of this controller has a large wheel on the left of the joystick. This wheel has several different functions, depending on the game being played. For instance, this wheel acts as a throttle for Electronic Arts' Chuck Yeager's Advanced Flight Trainer, which would free up some of the keyboard controls. In other games, this wheel acts as a second joystick, or a controller for the third axis of movement. This is a comfortable stick, more at home with flight simulators, but usable with anything.

Flight simulation fans are constantly clamoring for more realism, and both of these products deliver. Can a new controller make your games more fun? Yes, and they can also improve your abilities.



CH Product's Flight Stick is molded from the design of a real piloting stick!

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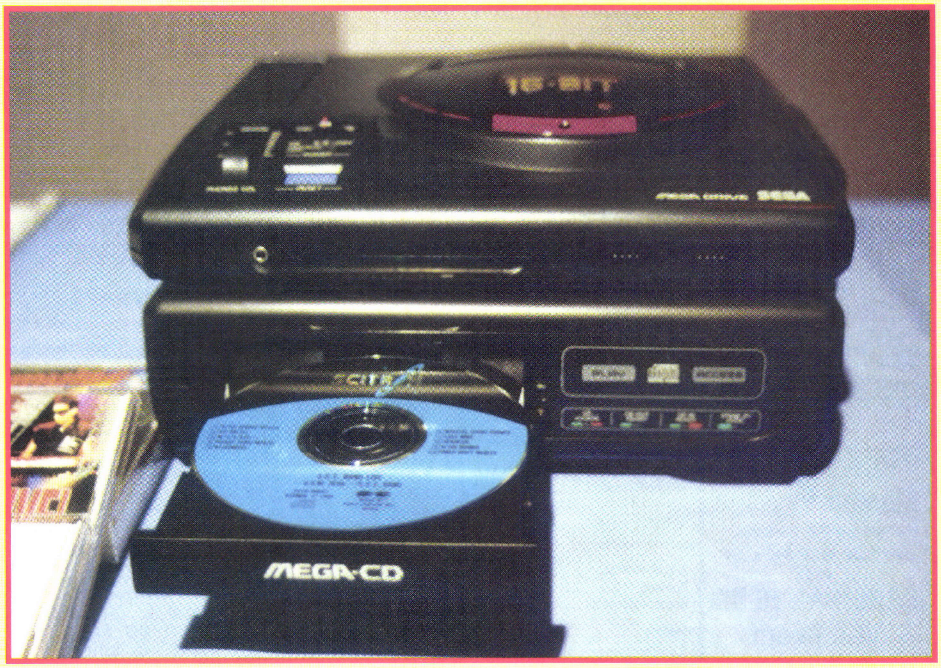
CIRCLE #123 ON READER SERVICE CARD.

TOP-SECRET INFO ON SEGA'S NEW 16-BIT CD-ROM DRVIE!



The Sega Mega CD system will bring new features like scaling and rotation, as well as CD-quality sound to the 16-Bitter this Fall

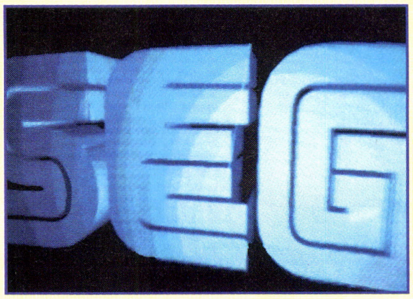
After months of rumors and opinion, the shroud of mystery was lifted from the face of Sega's latest technological masterpiece recently in Japan. First presented to video V.I.P.s behind closed doors at the CES, the Sega CD-ROM wasn't officially unveiled until the Tokyo Toy Show in Japan on June 6th.

Unlike other CD-based systems that are currently available, the Sega Mega-CD goes all out to deliver some of the most amazing sights and sounds ever. Not only does the machine boast an incredible six megs of internal memory, but a second 16-Bit processor as well! This means the Sega Genesis and Mega Drive will be given all-new abilities thanks to its secondary brain.

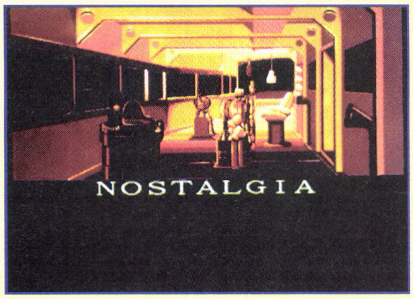
What does all this mean? To begin with, the Sega CD-ROM, called the Mega CD, will not suffer from the usual problems of downloading information that plague normal drives. With the expanded memory buffer, the Sega CD-ROM will be able to store the equivilent of an entire six meg game within its on-board buffer before having to update with additional game information. Similar drives with smaller memory capacity must frequently stop game play to retrieve more game data. This will not be the case with the Sega unit.

The most exciting feature of the Sega CD-ROM, however, is the unique modes of screen manipulation that the Genesis and Mega Drive will now be able to accomplish. In a special screening for Super Gaming, Sega's Japanese office showed just how powerful the system is with an opening test that saw the Sega logo spilling onto the screen and then rotating while spinning spinning towards the screen to reveal a three-dimensional shape with metallic overtones - a truly awesome effect!

The real test of the Mega CD will be the quality and quantity of games it plays. The current focus is on arcade titles, but with more than two dozen developers now working for the system, the quality of the softs are sure to be impressive.



SCALING AND ROTATION!



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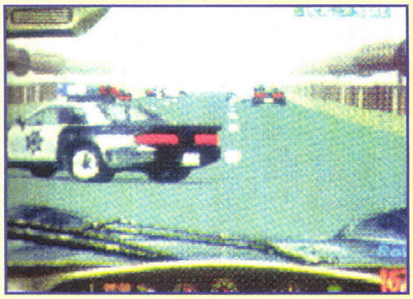

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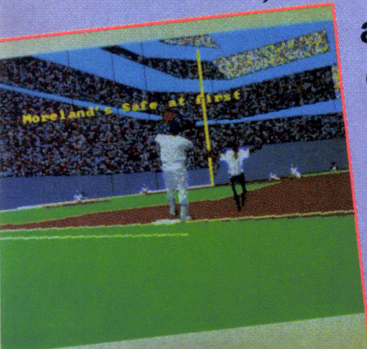

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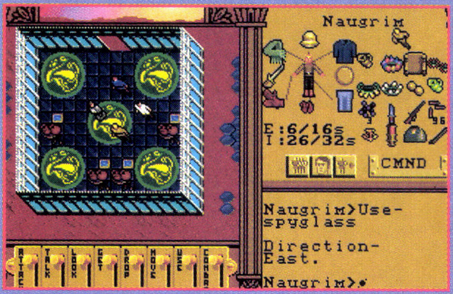

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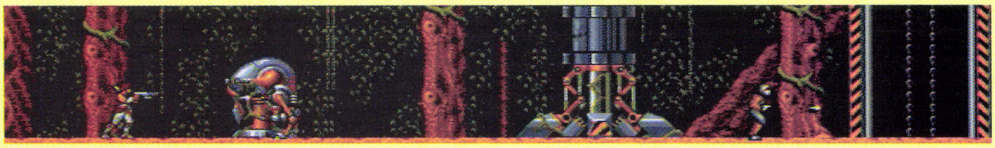
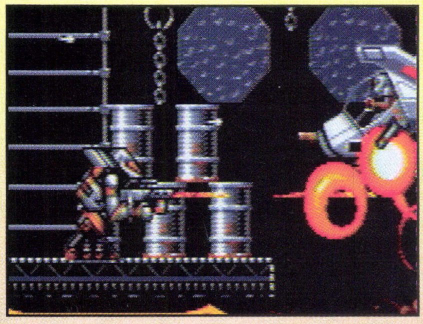


Strider 2

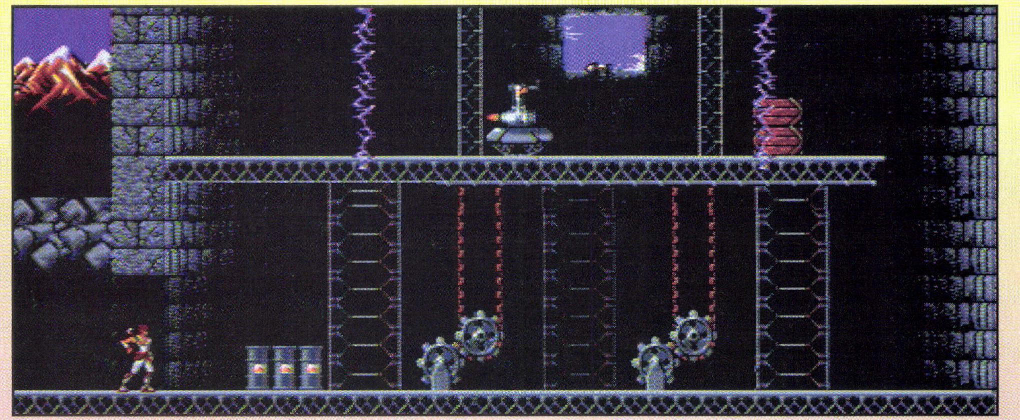
by Capcom / U.S. Gold

Strider, the sword-wielding futuristic acrobat, is back. Having defeated The Master in Eurasia, his services have now been called upon by the people of the planet Magenta It seems that terrorists have kidnapped the female leader of the world and have requested Strider's assistance as their last hope. Like the original arcade game, Strider 2 features springing, sliding and slicing through 5 levels of multi-platform play. In addition to the original, Strider can now convert himself into a cyberntically powerful Elite Mechanical Combat Unit. With this new found power, Strider is similar to a 'Transformer' as he converts into a heavily armored robot with a devastating laser beam.

Fight your way through forests, city ruins, flowing underground caverns, high in the sky and finally the prison ship for the ultimate confrontation. *Strider 2 is now available in the U.K. for the Amiga and Atari ST for £24.99 ($39.95 U.S. price).*



Strider transforms into a laser toting robotic powerhouse to demolish end of level bad guys!

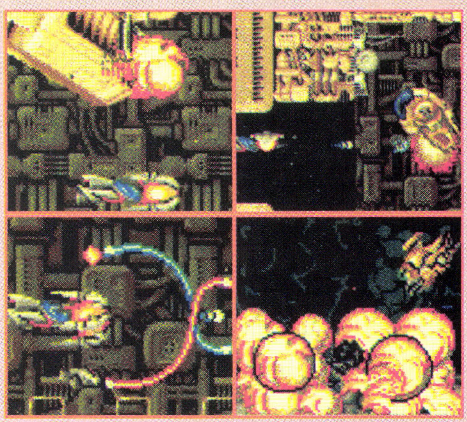


R-Type 2

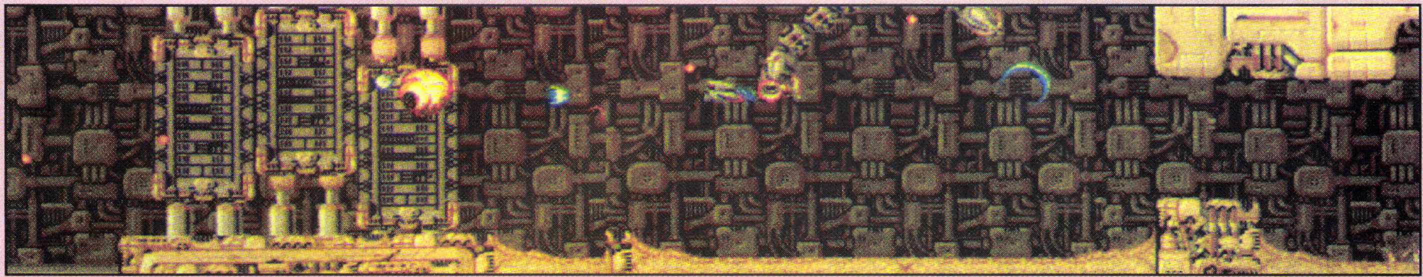
by Activision

R-Type fans, rejoice! Irem's sequel to their classic arcade smash hit is being converted for the Amiga and Atari ST by ARC Development. Activision published the original R-Type home computer version 2 years ago and the conversion became an instant hit in the U.K.. R-Type 2 features the same bolt-on style weapons that was later emulated by every future shooter designed. Four-way parallax scrolling along a horizontal moving playfield advance you towards end bosses that take up half the screen or more. Eight stages of swift moving aliens set against backgrounds inspired by H.R. Giger provide the perfect synthesis between men and machine.

R-Type 2 was designed for those hardcore arcade blaster fans who are looking for more than just poly-fill jets and tanks to blow away. *R-Type 2 is now available in the U.K. for the Amiga and Atari ST for £24.99 ($39.95 U.S. price).*



Blast at anything that moves and watch the enemies fall to pieces as they meet your intense firepower!



As with the first R-Type, this sequel features lengthy horizontal scrolling levels with unique alien attack formations and over 6 different bolt-on weapons at your disposal (once you retrieve them from enemy remains). Just when you think you're safe, it's time to really show your strength as you face the huge end-level bosses!

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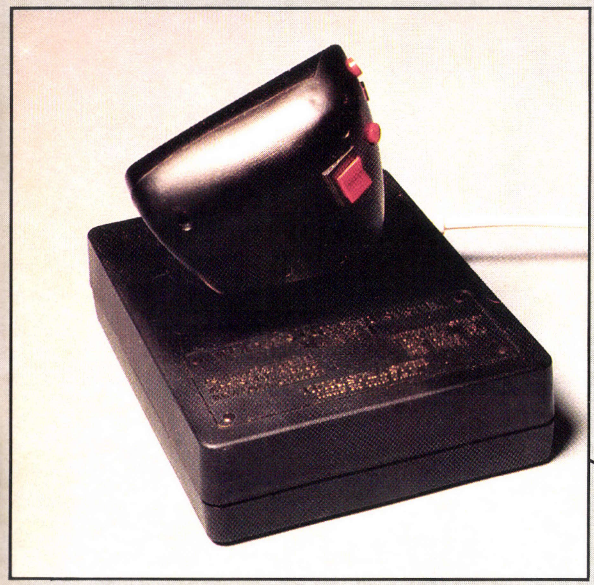

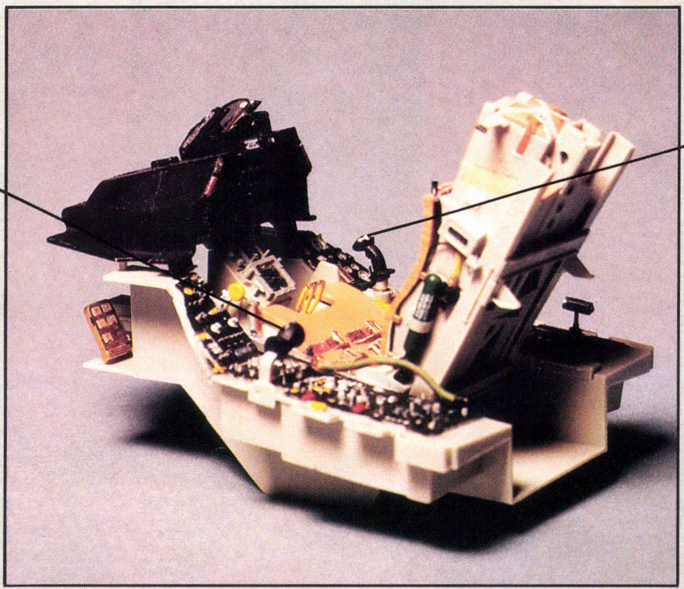

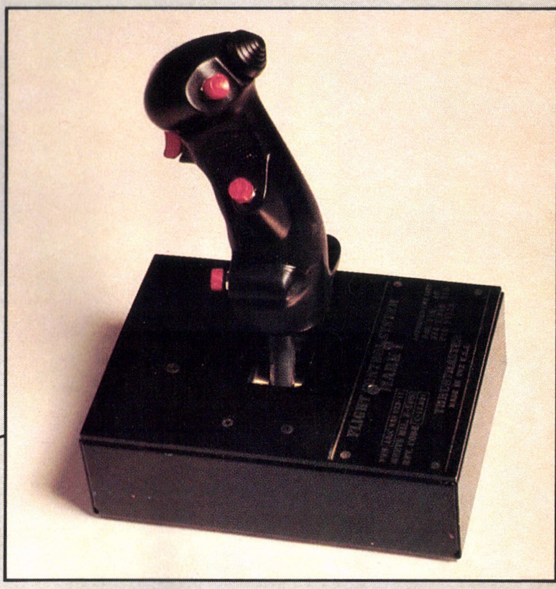

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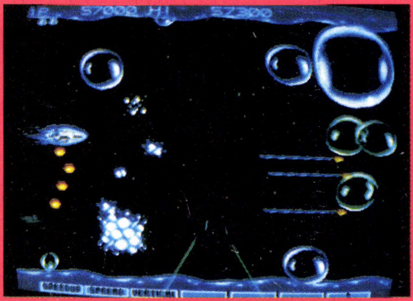

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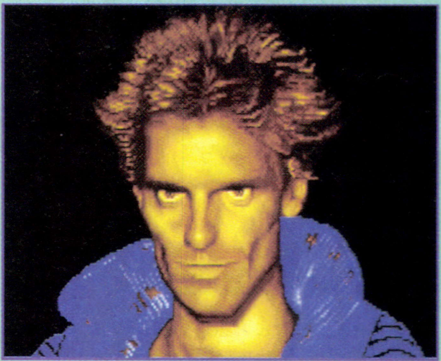
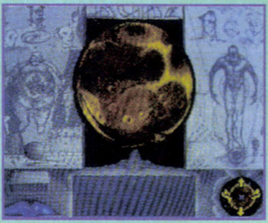
The portrait of Gurnsey Halleck, bard and advisor to Duke Leto.





Feyed Rautha (above), the Fremen leader Stilgar (below) and the planet Arrakis (right).

Dune

by Virgin Games

From its first printing back in the early seventies, Frank Herbert's classic sci-fi novel Dune was received with a combination of excitement, awe and wonder. Herbert created a complete world, with bizarre religions, warring political houses and grand combat, as he eloquently told a story of the rise to power of a young buy, Paul Atreides, succeeding to the throne of the House Atreides. His late father, the Duke, had swapped planets to acquire the planet Arrakis, nicknamed Dune for the barren wasteland that makes up nearly all of the planet's surface.

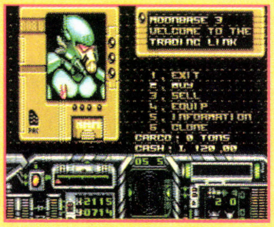
But phenomenal wealth lies hidden under the surface, in the form of a spice that allows a race of navigators to "see" the future, thus guiding the interstellar space frigates safely to their destinations. But other powers are at work in this Machiavellian setting: the House Harkonnen, enemies of Paul, who want Dune and the spice for themselves; the Bene Gesserit, a female religious sect dabbling in gene manipulation and pseudo-witchcraft; the Fremen, the indigenous people of Arrakis, every man, woman and child a fanatical fighter. Plus, there are the Mentats, persons with minds so well trained that they take the place of computers in this technophobic society; the Emperor and his highly-trained, personally loyal troops who perform any deed for their ruler; and the Space Guild themselves, addicted to the spice, and wary of any action that may upset the shipments of their precious spice.

The world of Dune is a rich, dangerous world, full of intrigue, guile and treachery. Virgin has brought to life, in stunning VGA color, the many characters that populated Herbert's masterpiece: Thufir Hawat, Duke Leto Atreides' personal mentat; his wife, the Lady Jessica, herself a member of the feared Bene Gesserit; Gurnsey Halleck, singing bard and brilliant aide to Duke Leto (played to perfection in David Lynch's movie version by Patrick Stewart, currently Captain Picard on Star Trek); and Duncan Idaho, fighter and combat tutor to Paul.

There are also many important items and creatures to discover and understand in the game. Each ruling house has its own set of Atomics, only to be used as a last resort. There are force fields and sonic guns for combat, and stillsuits for desert life, able to reclaim and recirculate bodily fluids in the lethal desert environment. Plus, there is the danger of the Sandworms, gigantic burrowing creatures that inhabit the open sands where the spice is most available.

The world of Dune is populated by hundreds of complex, detailed characters, all with their own goals in mind. The Fremen want a free planet, the Space Guild wants the spice, both House Atreides and Harkonnen want control of Arrakis, the Bene Gesserit want a genetically perfect creation to take control of their religion, and on and on. Herbert spun a masterful tale that comes to an amazing ending that unifies nearly all the subplots. The only question is: *can you?!*

Dune will be available for the PC, Amiga and ST in the U.K. late November for £29.99 ($49.95 U.S. price).



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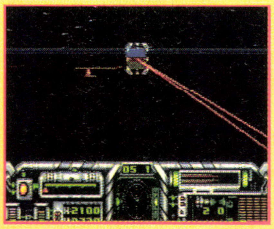


Moonfall

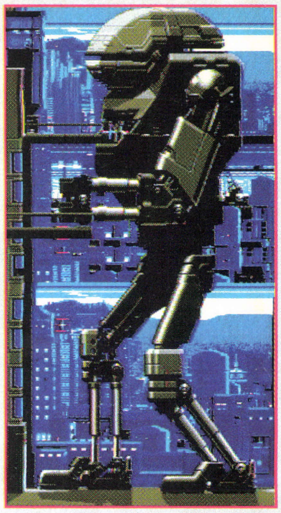
by Hewson

It is your mission to take over the colonized moon of a planet that no longer exists. Instead of taking over militarily, you must buy the moon, city by city, trading and shooting pirates to increase your profit. This is no easy task—cities cost a lot of money, and you begin with only 120 lunariums. You scout around the moon in your X-terminus class freighter, a very maneuverable ship with a large cargo hold. The ship is always horizontally oriented and therefore easy to maneuver. You can gain or lose altitude by moving the joystick up or down. You cannot crash into the ground, but it is possible to run into other ships, buildings, or the many rock outcroppings between cities. Moonfall is basically a terrain version of Rainbird's classic Elite.

Moonfall is available in the U.K. for the PC, Amiga and Atari ST computers for £24.99 ($39.95 U.S. price).

Metal Masters

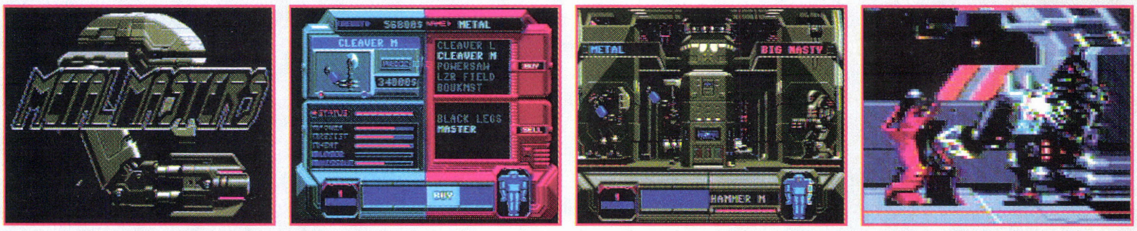
by Infogrammes



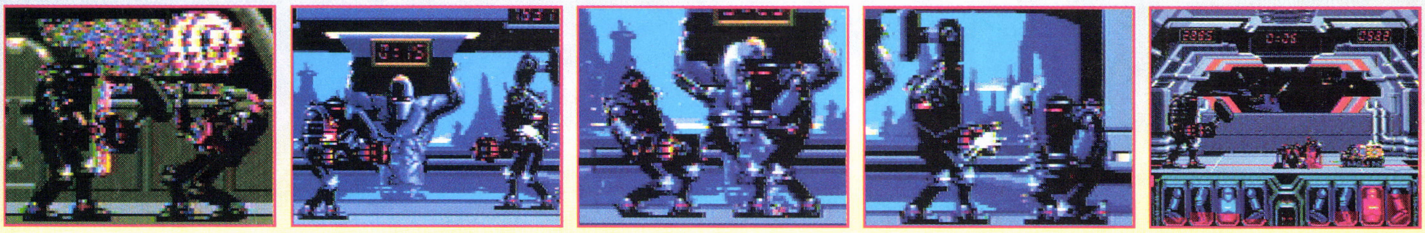
O.K., who is old enough to remember a great little toy called Rock 'Em Sock 'Em Robots? You know, a futuristic boxing fight between two robots where you'd try to knock your opponents block off! This game has entered the electronic video age with Infogrammes' Metal Masters.

Programmed by Inca, the same team responsible for the beautifully animated but relatively shallow "Sir Fred", their newest work shows off their knack for decent computerized animation once again. Like "Sir Fred", the game also features decent digitized spot sound effects. Every time your metal giant bashes into an opponent, you 'll hear the clang of steel slamming against steel - a wonderful effect. To increase the game's appeal and longevity, you'll be able to upgrade parts on your robot with every battle you win. Decide what parts would be most effective - will a powersaw cut into an enemy faster than a cleaver? Go for a stronger shell because once you're internals are exposed, only a few more hits will send you crashing to the ground. Even if you can withstand the pounding, your appendages will begin to fail!

Metal Masters is available now for the Amiga and Atari ST with a PC version pending. The game sells for £24.99 ($39.95 U.S. price) .



After assembling your robot with choice equipment, hammer it out with your opponents; look at these moves!!!



Feudal Lords

by Impressions

Looking like a portion of Cinemaware's Defender of the Crown, Feudal Lords is another battle with neighboring kings for territory and a fair maiden's hand. Designed by a Polish programmer who perhaps hadn't seen D.O.T.C., Feudal Lords focuses on the economy and battle field management of 4 rival kings. You can have up to four human gamers play the game or set all players as computer opponents to sit back and watch. Sound effects are sparse, with the blow of a bugle or the gallop of a horse breaking the long periods of silence.

Feudal Lords is available now for the Amiga and Atari ST with a PC version coming soon. The game sells for £24.99 ($39.95 U.S. price) .

Feudal Lords
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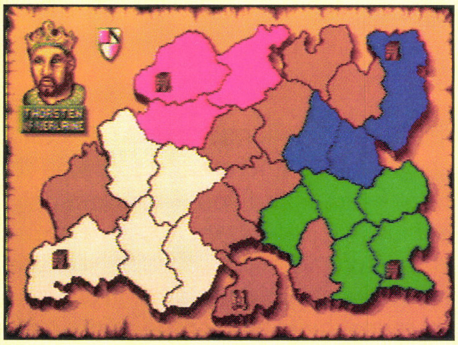
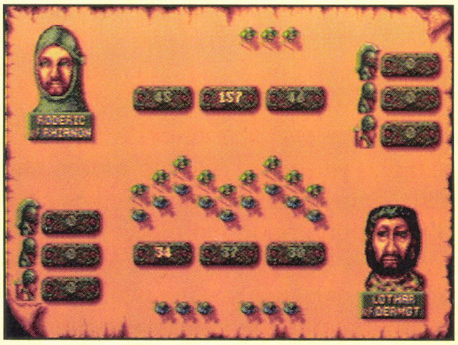
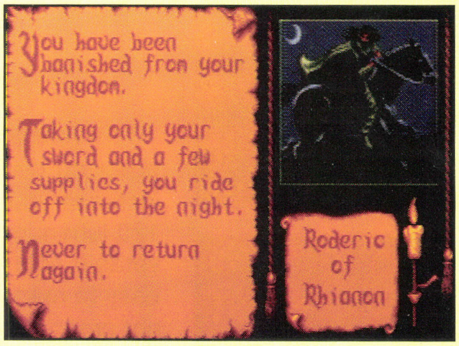
Feudal Lords offers up to 4 players the potential to rule an empire!



Looking very similar to the map found in Cinemaware's Defender of the Crown - the decisions await.



Engaging a ruling king without whom you have a treaty will send you into battle! Advance and attack!



You have been banished from your kingdom.

Taking only your sword and a few supplies, you ride off into the night.

Never to return again.

Some are better than others when it comes to ruling a kingdom. Fail and flee for another chance.

ONE DAY INTELLIGENT MACHINES WILL TAKE OVER THE WORLD...
H. G. WELLS (1866-1946)

"I HAVE"

CYBERCON III (2011-?)

Well almost. You have bravely volunteered to execute 'Operation Nemesis' - The destruction of the merciless Super Defence computer gone mad: Cybercon III.

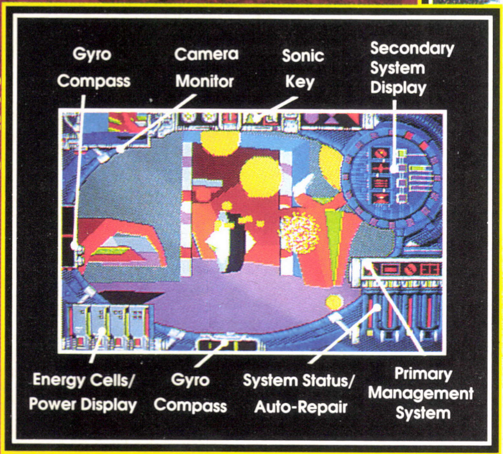
Equipped with your enhanced power armour salvaged from the wreckage of Cybercon III's onslaught, you must penetrate the defence complex protecting Cybercon III's brain stem and deactivate it.

CYBERCON III

Cybercon III is a game of epic proportions and features:

- *The ultimate 3D environment - named 'Real World', it contains the fastest, smoothest scrolling 3D graphics ever seen.*
- *Battle and puzzle your way through a huge complex containing over 400 unique locations.*
- *Intelligent defenses that react to every move you make.*
- *Sampled sound effects.*
- *Unique 'Picture in Picture' mode. Allows you to monitor enemy movements.*
- *Over 1/3 million lines of code crammed onto 1 disk!!*

Getting in was the easy part: getting out will take everything you've got!


Gyro Compass
Camera Monitor
Sonic Key
Secondary System Display
Energy Cells/ Power Display
Gyro Compass
System Status/ Auto-Repair
Primary Management System

Screen shot from PC version.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

FORMAT AVAILABILITY: Amiga · IBM PC, AT & XT 100% compatibles
GRAPHIC SUPPORT: CGA, EGA, Tandy 16, VGA, MCGA
SONIC SUPPORT: PC Speaker, Ad Lib, Roland
MEMORY REQ: 512K (640K for 256 color mode)

THE ASSEMBLY LINE

REAL WORLD

Game designed by Ricardo Pinto

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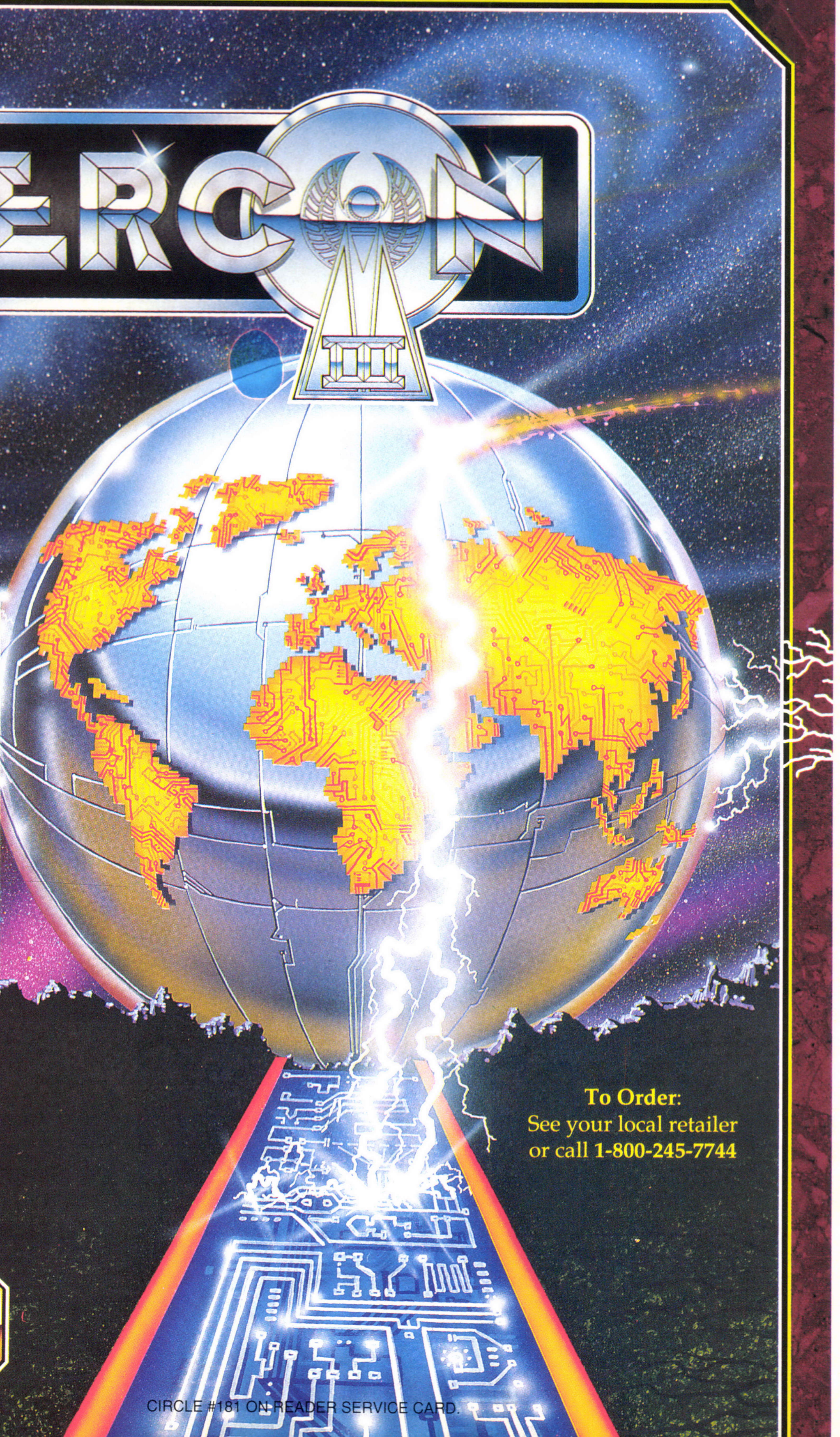

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CIRCLE #181 ON READER SERVICE CARD.

´NAM 1965-1975

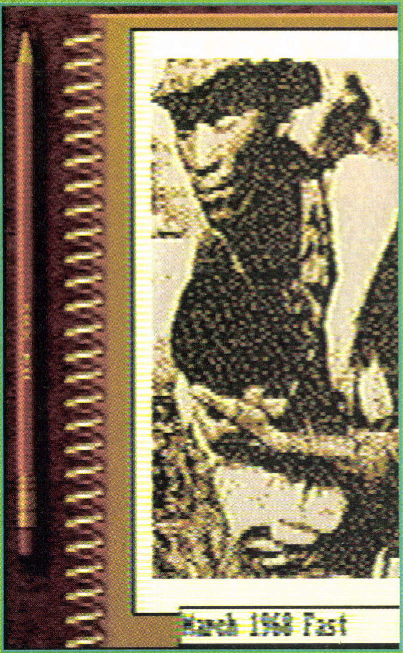
by Domark

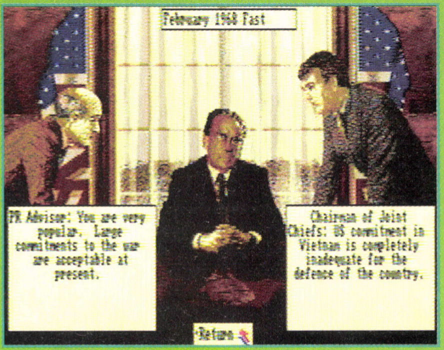
While most war games try to capture the look and feel of the different characteristics that make each conflict unique, Domark's 'Nam goes one step better. This version of the Viet Nam conflict includes many different options that bring the political situation into focus. Included in the game is a scenario that places you in the position of Presidents' Nixon or Lyndon Johnson.

The game includes a full campaign version of the war as well as shorter scenarios. The full game can take over ten years of game time, as the American forces must prevent the Viet Cong from capturing Saigon for a decade. The Americans can also win by crushing the communist resistance, but this is not an easy task. Like in the actual war, the Viet Cong here slip easily into the background and play an ever frustrating game of cat and mouse with your armies. To further frustrate you, it's never really clear which army is the cat and which is the mouse!

'Nam 1965-1976 contains many options and choices, making it a very realistic military simulation. A must for the strategist, 'Nam delivers an excellent military punch.

'NAM 1965-1976 is available for the PC, Amiga, Macintosh and ST in the U.K. for £24.99 ($39.95 U.S. price).

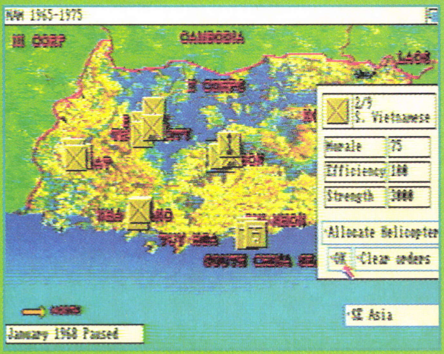




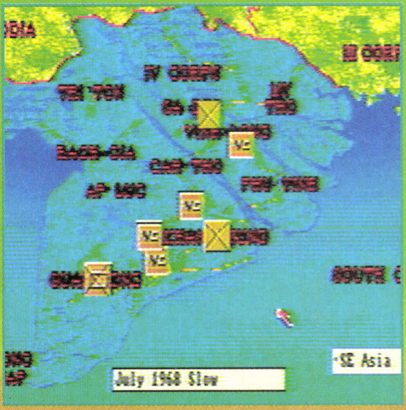
PR Advisor: You are very popular. Large commitments to the war are acceptable at present.

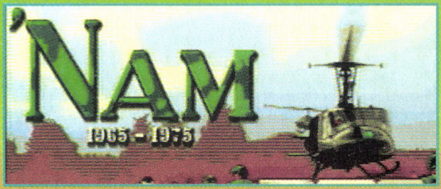
Chairman of Joint Chiefs: US commitment in Vietnam is completely inadequate for the defence of the country.

Find out just how hard the President really had it during the war.



Use the strategy the U.S did, or try your luck with a new tactic.





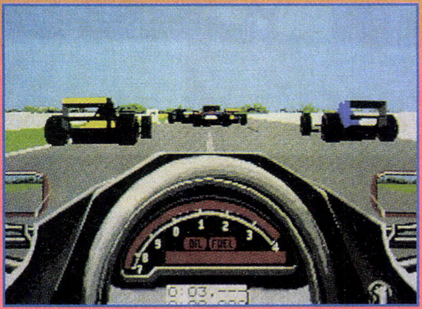
Grand Prix

by Microstyle

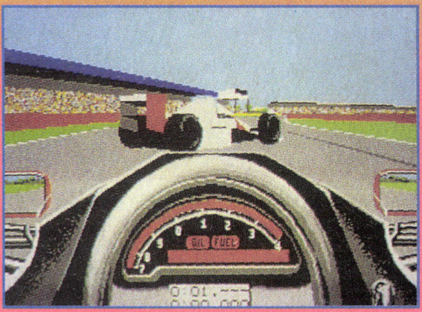
Geoff Crammond, creator of Microplay's Stunt Track Racer, is back after a 2 year sabbatical with another racy program. Seems he's been working on this one ever since he finished Stunt Track - and it's looking hot! Screen update is incredibly fast and silky smooth even when filled with several cars. The game features authentic Formula 1 racing, complete with pit stops, engine modifications, and the Indy 500 race track!

As with Stunt Track Racer, Grand Prix really shines with its multi-player null-modem link-up ability. If you've ever been fortunate enough to play Stunt Track Racer in two player mode, you'll be blown away by the excitement generated when you compete with a friend for the winning trophy in G.P.!

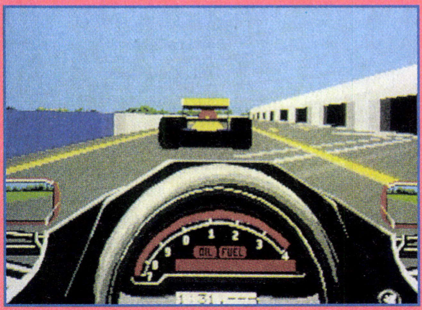
Grand Prix will be available in the U.K. late December for the PC, Amiga and Atari ST for £24.99 ($39.95 U.S. price).



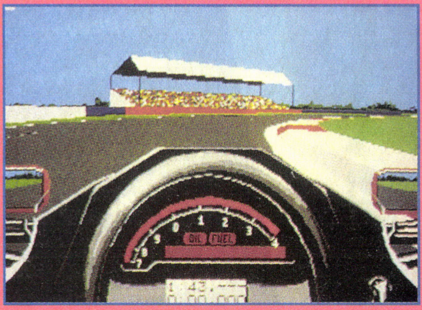
Rev your engine at the starting line up and be prepared to fly!



High speeds can cause heavy hazards - watch for wipe outs!



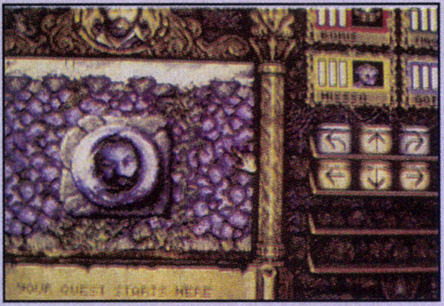
Should you start to have engine problems, pull into the pit stop!



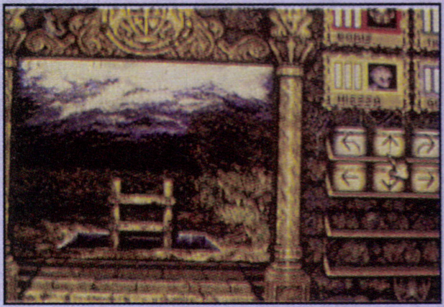
Spectators watch with eager anticipation from the stands!

Knightmare

by Mindscape



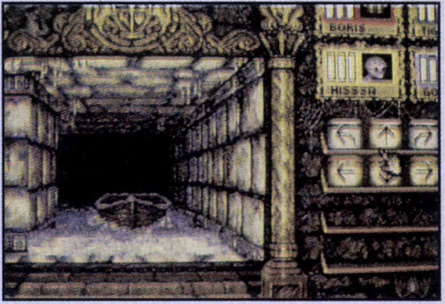
Similar to the character selection method in FTL's classic Dungeon Master game, you select your four adventurers by releasing them from their mirror-frozen existence.



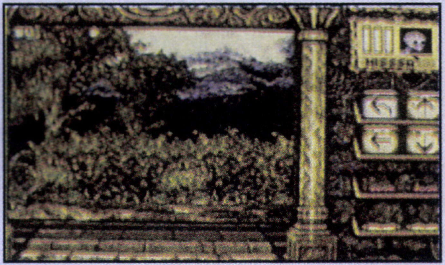
Unlike Dungeon Master, Knightmare allows you to venture beyond the catacomb walls!

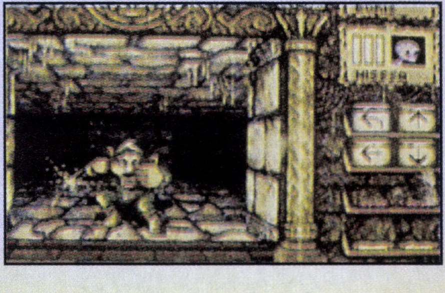
Knightmare, created by the same team that produced the European hit Captive shares much in common with the classic Dungeon Master. You select your four characters at the beginning of the game and go wandering. But, you can now wander out of the dungeon and into the surrounding countryside. Your travels will take you many places and will test your strength against many different enemies and your wits against diabolical traps and puzzles. Your quest is to find three magical items that will destroy an evil wizard. The task won't be easy, because he has spread the three items far and wide, and has put a number of obstacles in your path. But, with a little luck and a lot of skill, he can be defeated, bringing peace to your land once again. Graphics are excellent as these pictures indicate, and add much to the enjoyment of the game.

Knightmare will be available for the PC, Amiga and ST in the U.K. late September for £29.99 ($49.95 U.S. price).



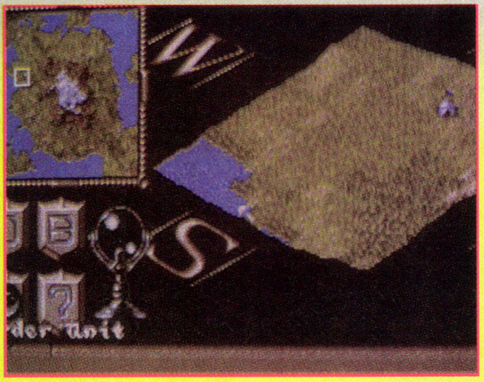
The first puzzle of the game - cross the moat without drowning.





Realms

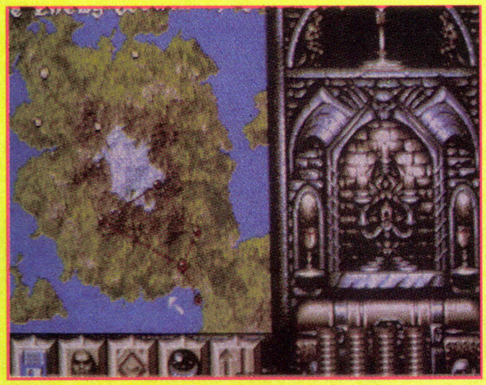
by Virgin Games



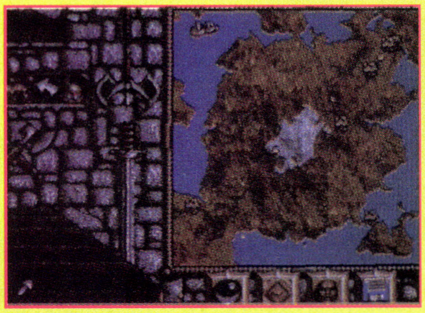
Realms is a concoction of Populous and Powermonger meet Midwinter2!

Realms, although a game in itself, combines elements from Power Monger, Populous, and Midwinter. You must attempt to conquer a world, starting off with rather humble circumstances. You'll need troops to take over territories and diplomatic skills to avoid conflicts that you aren't ready for yet. Aggressiveness doesn't always work, and often times, a soft touch can do more than a screaming crowd of armed troops. But, it doesn't pay yo be too lenient with those neighboring kingdoms, either. It's a big world, and there are a lot of forces working against you, but good strategy counts for much in this game. Keep a strict eye on the weather conditions, because bad storms or cold can hamper an otherwise effective attack.

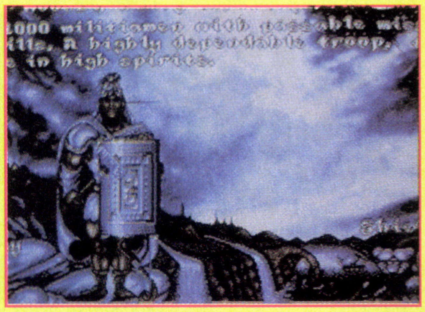
Realms will be available in the U.K. early October for the PC, Amiga and Atari ST for £29.99 ($49.95 U.S. price).



Like the geometric land maps in Populous, Realms is leaps forward!



Make your troop decisions and weapons selection from here.



After a successful battle, award your army with promotions.

CGR PREVIEW

Strike Commander

by Origin Systems

Origin has been pushing the boundaries of flight simulation for quite a while. Wing Commander was a remarkable achievement. That game has now been eclipsed by Origin's Strike Commander, a flight game that is more of an interactive movie than a simple exercise in military tactics.

The game takes place in a world with many problems. The U.S. government is almost bankrupt, and the I.R.S. has been given the right to use force when collecting taxes. To combat this, multi-national corporations have determined that they will hold no allegiance to any country, thus making them exempt from paying taxes. In the chaos, Turkey has extended official military rights to a number of mercenary units across the world.

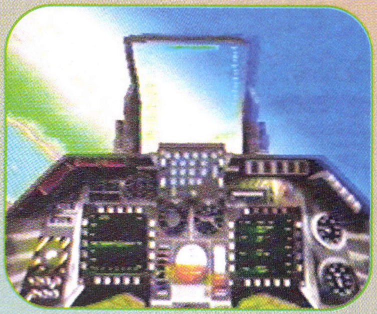
You command a unit of jets that has this status. Because you represent a group of mercenaries, missions will be offered to you by various groups wanting touchy situations defused or someone taken care of. You will need to judge each mission offered to you on a combination of logistics, your abilities, and the morality of the mission. Each time, the existence of your unit hangs in the balance. There's a lot to keep track of in the game, from your supplies to the current worldwide political situation.

Strike Commander has some intense cinema displays and great action. As you can see from these pictures, the graphics on this game are unbelievable, and the sound is just as good! Strike Commander comes with a compete musical score to go along with all of the action. This is the game that you've been waiting for, and the wait will be well worth it!

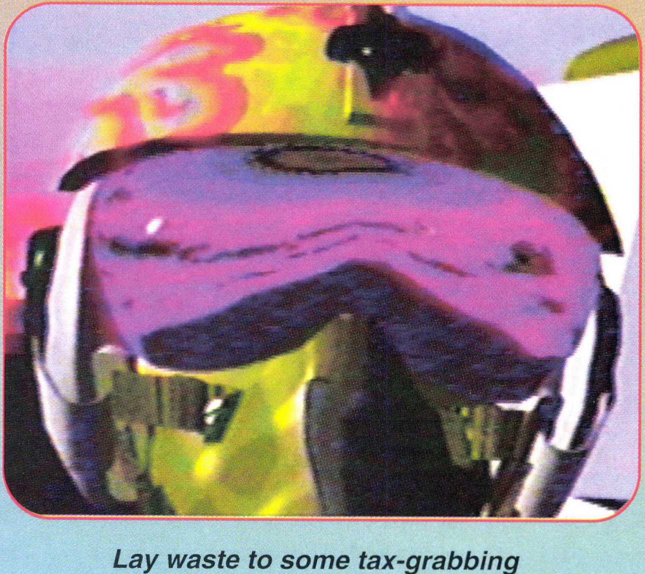
Strike Commander will be available in late October for the PC requiring 2 megabytes of RAM and a VGA monitor for $79.95.

Pilot your well-armed jet through cities laced with enemy fire. Slam on the afterburners and fire away!

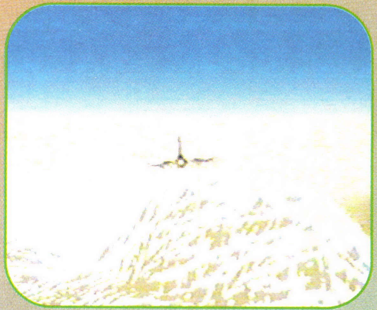
Strike Commander's introduction is one of the most impressive ever seen on a home computer - awesome!



STRIKE



Lay waste to some tax-grabbing I.R.S. terrorists!!!!!



COMMANDER

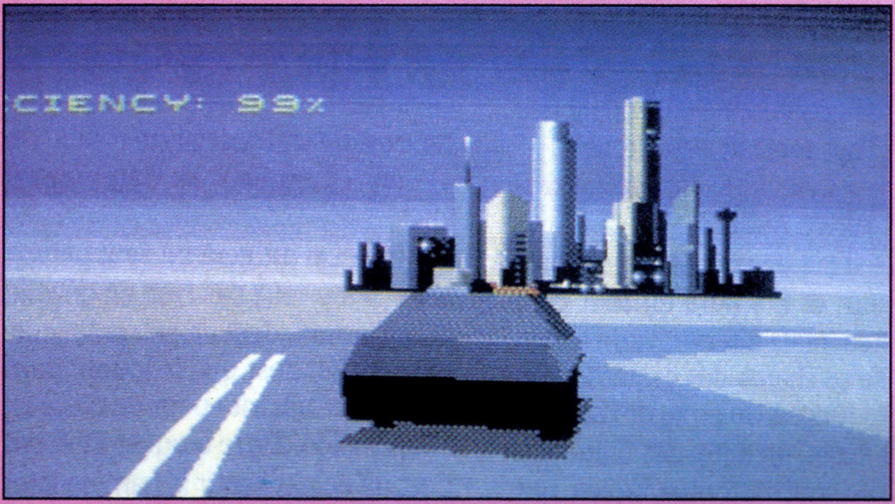
Robocop 3

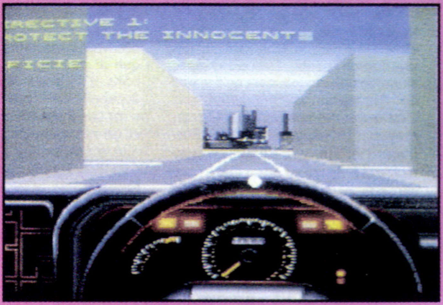
by Ocean

The law-enforcing cyborg is back in this all new arcade adventure, completely rendered in quickly updating polygon 3-D graphics. Unlike the first two Robocop games which were side-scrolling shooters, Robocop 3 features stunning 3-D graphics detailing the city of New Detroit, as well as Robo himself.

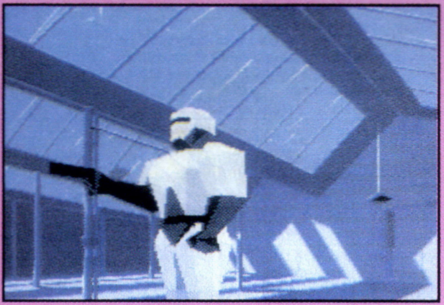
The game follows the storyline of the upcoming Robocop 3 movie to be released this winter. According to our sources, Robocop 3 (the movie) is going to be filmed in 3-D for viewing with those special polarized cardboard glasses! Also featured in the film (as is in the game) will be Robocop's jet pack - giving him Superman-like qualities - even down to the flying through the air part! Seems Robo's nemesis in this movie is a mechanized ninja! Robocop 3 (both the game and the movie) are making bold strides with these new ideas!

Robocop 3 will be available for the PC, Amiga and ST in late September for $39.95.





New Detroit is rendered in 3-D polygons. Drive through the city in search of good men gone bad.



Switching to external view in a building complex may help to see if anyone is following you!

Star Trek The 25th Anniversary

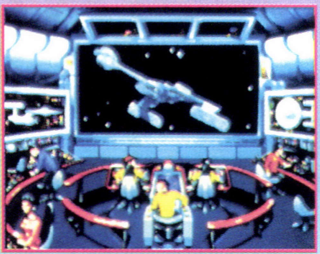
by Interplay Productions

I know you'll find this hard to believe, but it's been a quarter of a century since the world first heard those legendary words: "Space, the final frontier." In honor of this historic anniversary, Interplay will be releasing Star Trek: The 25th Anniversary (kind of says it all, doesn't it?).

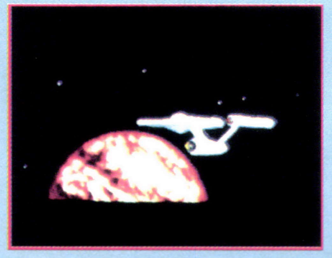
Not only will there be digitized photos of the good ship Enterprise, but also the Klingon warbirds and the Romulan "cookies." Combat will be possible with these and other antagonists, but your main mission will entail exploring the surface of planets, talking to inhabitants, and deciding where to travel to next.

Complete with sound board support and a dynamic musical score, Star Trek: The 25th Anniversary will use an easy point-and-click mouse interface. Scotty, energize!

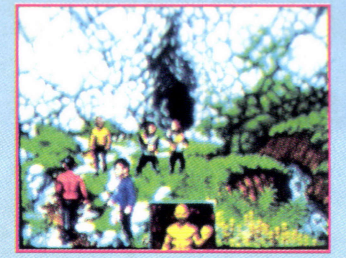
Star Trek 25th Anniversary will be available in early October for PC computers for $49.95.



Anything that the crew of the Enterprise could do, you can do also. Each station has pop-up icon windows to control those specific functions: input navigation commands at Sulu's post, check scientific readings at Spock's, or give general orders from Kirk's chair.



The space scenes will seem very true to the original show, as Interplay is using digitized pictures of the Enterprise and other ships, as well as 256-color graphics of the planets. There will be thousands of digitized combat scenes as well, since the Klingons are never far away.



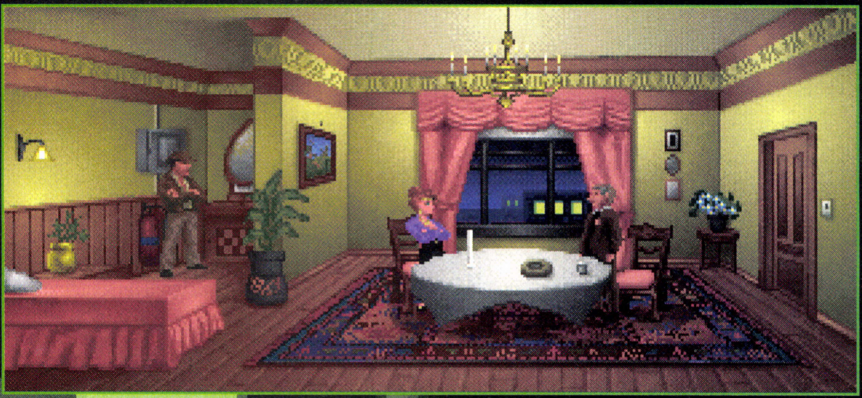
There will be dozens of planets to fly past in your exploration of the stars, seeking dilithium crystals for the warp drive. You'll also be able to beam down on the planets with the more hospitable environments, and communicate with the locals. Chess, anyone?

Indiana Jones
& the Fate of Atlantis

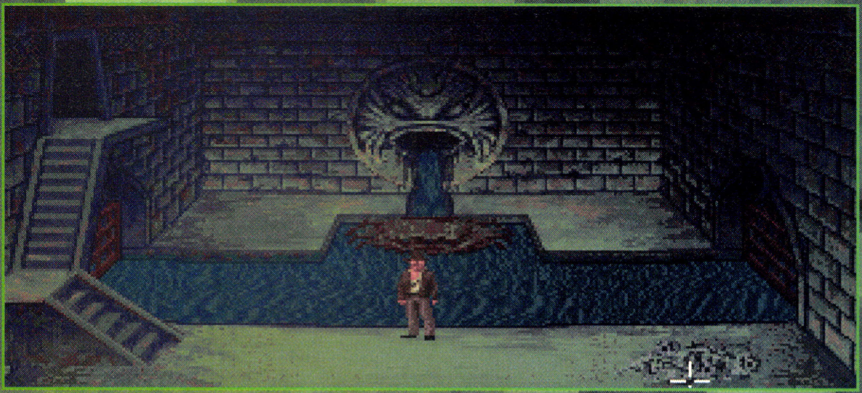
by Lucasfilm Games

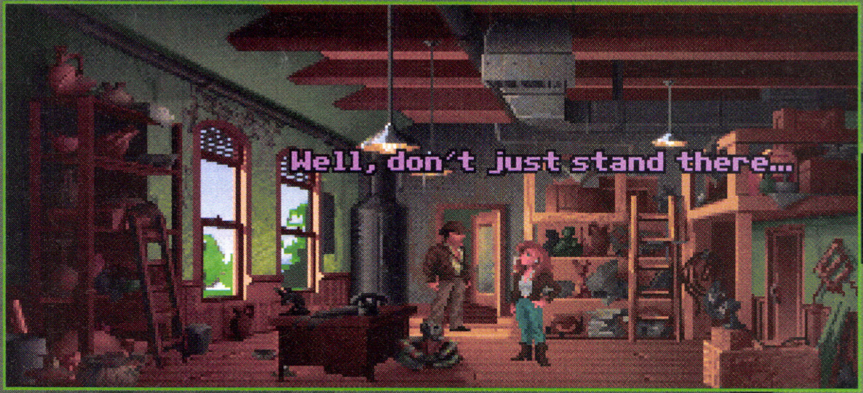
The adventurer/archeologist is back, and this time he is looking for the Lost Continent. But he's not the only one looking for Atlantis. The Nazis want to find it as well, and they're willing to stop at nothing to reach it first. The game is designed to be "user friendly," with a menu-driven option screen. Additionally, players will at times be led down one of three pathways, each different path leading to a different style of play. The game can be played over and over again, because many of the puzzles have alternative solutions, or have different solutions for each time the game is played. The game features over 200 rooms and 100 pieces of original artwork. Graphics and sound are truly outstanding, and are just about worth the price of admission in themselves.

Indiana Jones & the Fate of Atlantis will be available for the PC in early November for $59.95 with an Amiga version planned for early 1992.

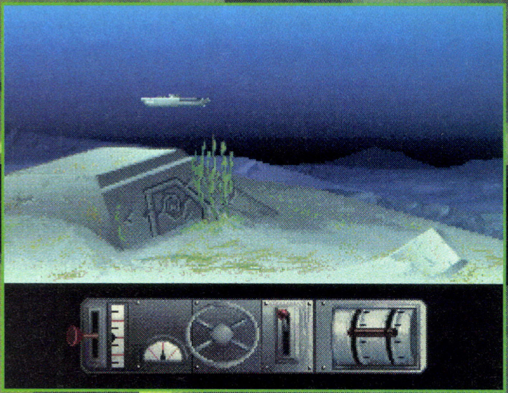


You and Sophia will need to talk to everyone to get stories about the Lost Continent. Get the right stories, and you should find yourself wandering through the catacombs of Atlantis.

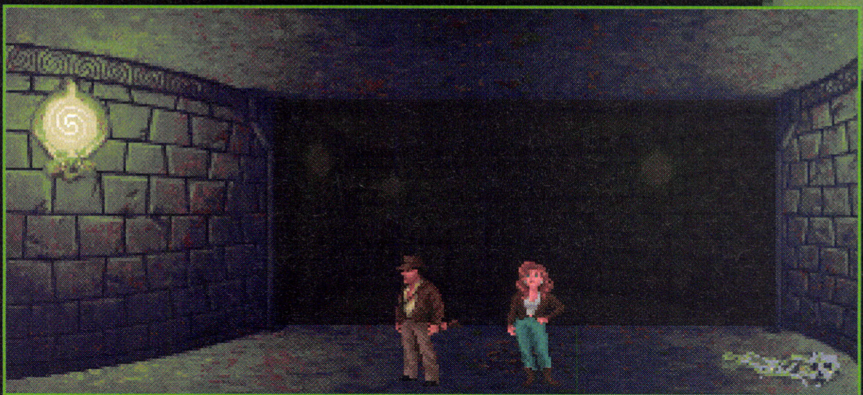


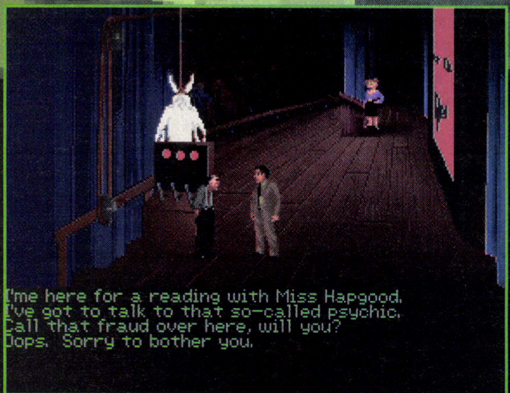


Well, don't just stand there...



Your travels will take your from the theater to Indy's office at the University, to Atlantis. When you hash out your gameplan with Sophia, be sure that one of you learns how to operate the submarine, since you can't get to Atlantis without it.





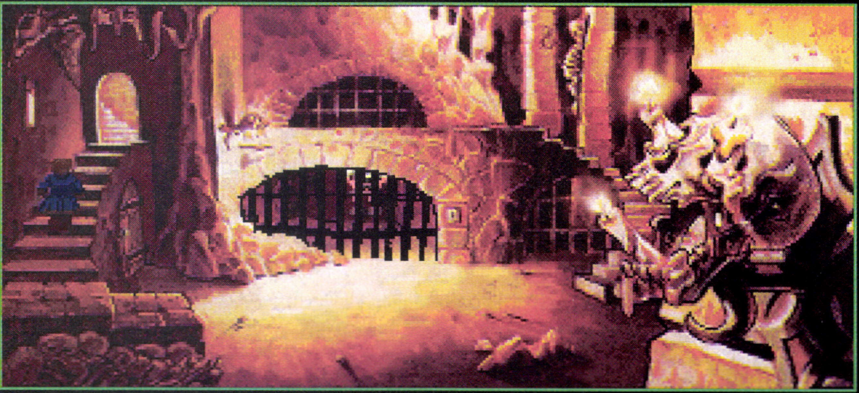
I'me here for a reading with Miss Hapgood.
I've got to talk to that so-called psychic.
Call that fraud over here, will you?
Oops. Sorry to bother you.

Monkey Island II: LeChuck's Revenge

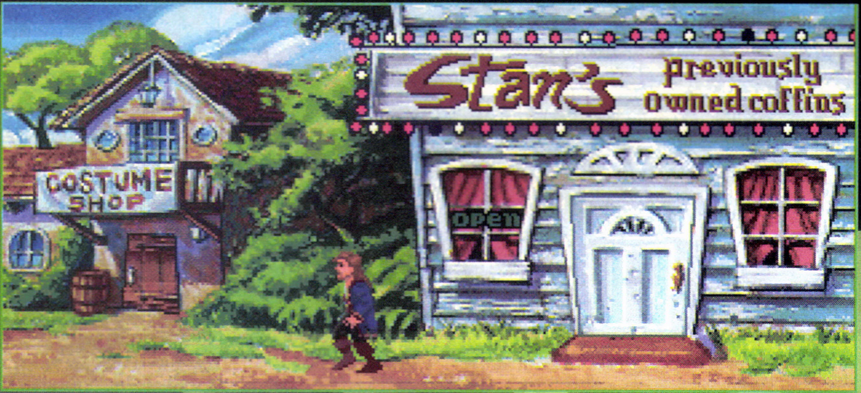
by Lucasfilm Games

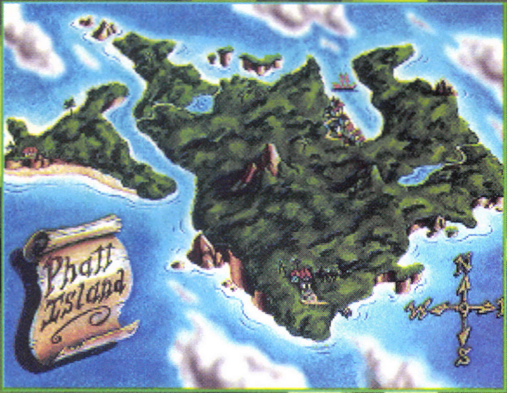
LeChuck is back, and he's very very mad! Much to Guybrush Threepwood's dismay, the Evil Ghost Pirate LeChuck has come seeking revenge. The game has a level select at the beginning, making it a good place to start for those new to adventure gaming or a challenge for those old pros who made it through the first Monkey Island game. The adventure has been designed to be as non-linear as possible, leaving you open to as many avenues of action as possible at any time. Like other Lucasfilm games, the software operates with a simple point-and-click menu system, making the game easy to learn and play, albeit difficult to master. Great graphics and some very funny moments combine to make LeChuck's revenge very very sweet, indeed.

Monkey Island II: LeChuck's Revenge will be available for the PC in early November for $59.95 with Amiga and Atari ST versions planned for early 1992.



As you can see, LeChuck's jail cells aren't a Club Med vacation. Stan, the previously owned ship salesman from the first Monkey Island is back, but his occupation has taken a grave turn.


Stan's previously owned coffins
COSTUME SHOP
OPEN


Phatt Island
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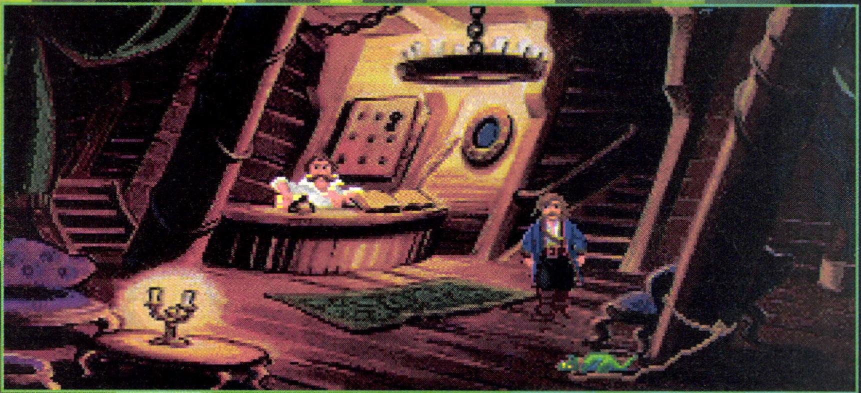
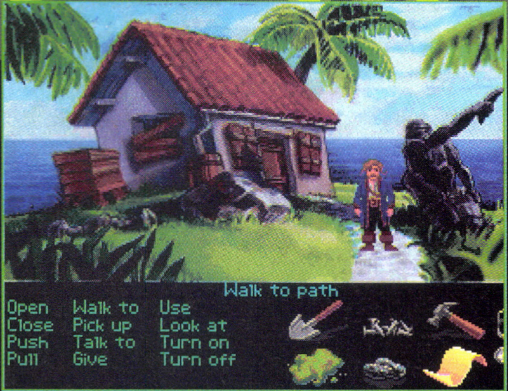
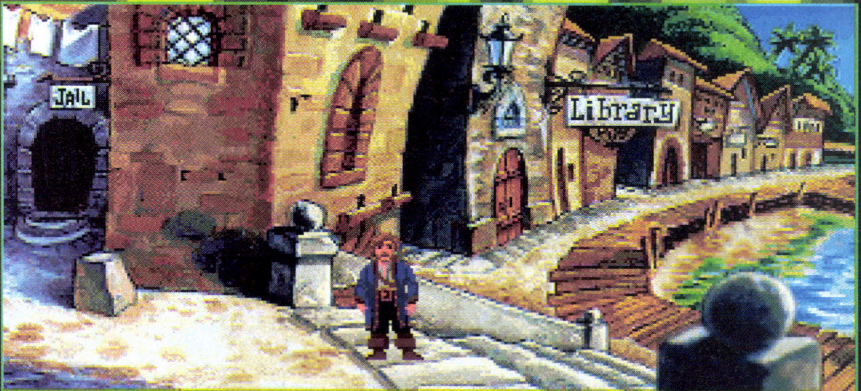


The overhead maps work the same way as they did in the original game. At the hotel on Scabb island, there is a guest you'll need to speak to. You also need to talk to Rum Rogers at his house to get some vital information. On Phatt island, the library looks more inviting than the jail, but you'll need to go to both places.


Walk to path
Open
Close
Push
Pull
Walk to
Pick up
Talk to
Give
Use
Look at
Turn on
Turn off


JAIL
Library

Ultima VII

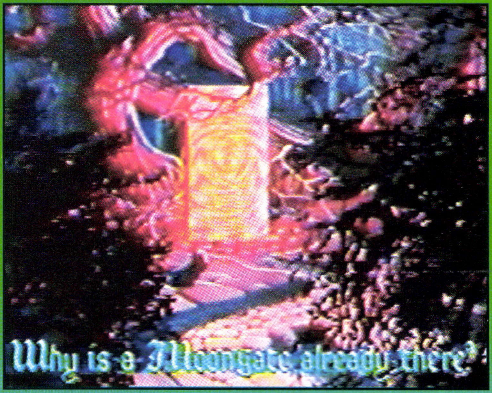
by Origin Systems

Ultima fans, take heart! The land of Britannia returns in Ultima VII: The Black Gate. Upon your return, you find the land of Britannia plagued by many problems. The population is being wiped out by an incurable disease, drug abuse is becoming more and more rampant, and a string of grisly murders is running throughout the country. As the Avatar, it is your job to find out who or what is behind all the trouble and put a stop to it.

The Black Gate combines the action and adventure elements that have made the Ultima series so popular with horror and mystery ingredients. You must use your deductive skills in addition to fighting skills to solve the mystery of the game.

Due to the strong content and violence in Ultima VII: The Black Gate, Origin is voluntarily rating the game MP-13, for mature players only.

Ultima VII will be available for the PC with at least 2 megabyte RAM later this year for $79.95.



Lord British is returns in one of the most successful computer game adventure series ever created! Ultima VII advances the series to the 2 megabyte realm!

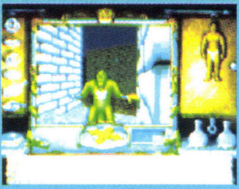
Ultima Underworld

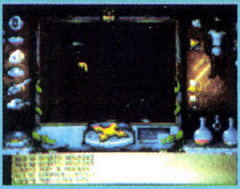
by Origin Systems

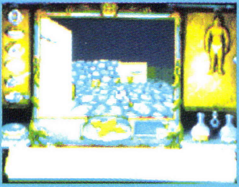
Harken mighty dungeon explorers! The wizards at Origin responsible for the scaling graphic technology used in top selling simulation adventures such as Wing Commander and Strike Commander have applied this wonderful technique to an old but successful formula. Said to be like a 'real-time' Dungeon Master-type game with characters that don't just animate through flip animation, but actually walk up and down corridors with amazing fluidity! Our own dungeon explorers were able to capture these exclusive screen shots of the game before being devoured by the grotesque, powerful monsters within. Luckily, the snapshots were found by an unfortunate passerby and dropped off at our offices for further investigation.

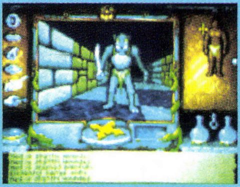
Even though this game is quite aways off from being released, Origin has nearly completed this monstrously huge game, but intends on extensively beta testing the product before it ships to insure quality!

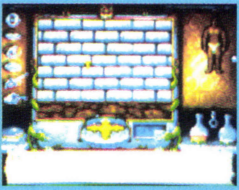
Ultima Underworld will be available in early 1992 for the PC. Price not available at press time.

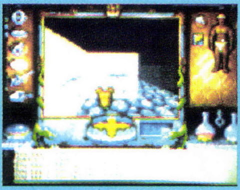


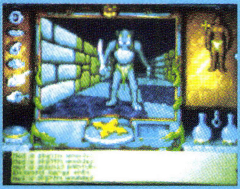


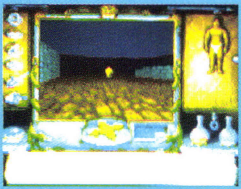


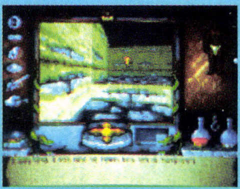








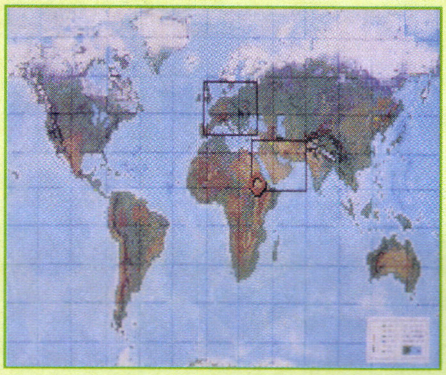




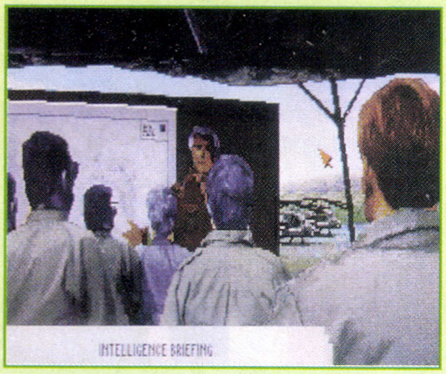
Imagine a game containing the dungeon exploring and spelunking of Dungeon Master with the role playing adventure of Ultima and the scalable real-time graphics of Wing Commander and you've got Ultima Underworld

Gunship 2000

by Microprose



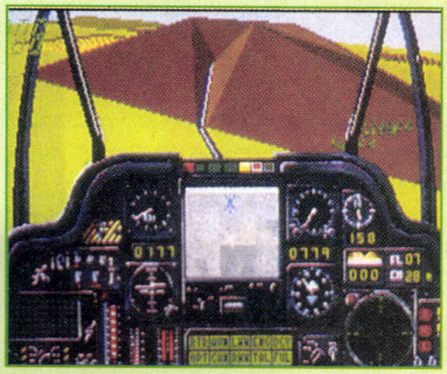
Select a crisis hotspot from the world map and prepare for action!



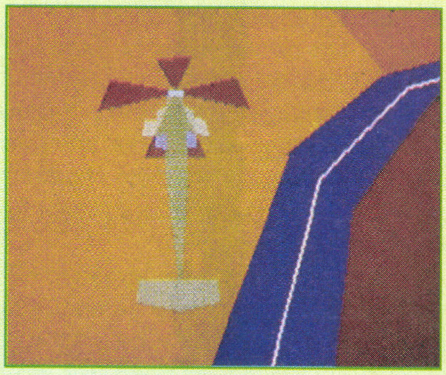
Attend a detailed mission debriefing before engaging the enemy .

Gunship has had quite a metamorphosis throughout its binary life. In early '85, it was originally a simple vector graphics product. 'Wild Bill' postponed the release and decided to redo the entire program from top to bottom. Nothing was heard regarding Gunship until its unveiling for the C-64 at the '86 summer CES. Since then it's been converted to the PC, Amiga and Atari ST with huge success on every computer platform. Now, 'Wild Bill' and his design team have once again programmed this new Gunship game from the ground up to take advantage of the 256 color, 33mHz speed of the '90s. Gunship 2000 not only excels in graphic and sonic performance, but it also allows players to now command up to five gunships simultaneously. Fly Apaches, Blackhawks, Kiowas - up to seven classes of helicopters! Unquestionably Awesome!

Gunship 2000 will be available for the PC in mid August for $69.95. Amiga and ST versions to follow first quarter, 1992.



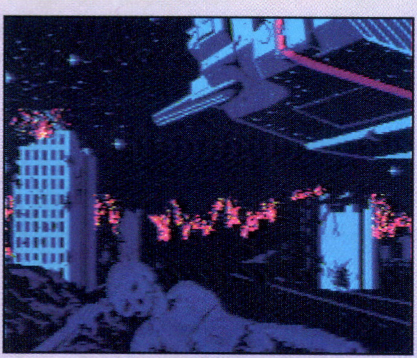
Piloting the Apache in hostile territory with smooth graphic update.



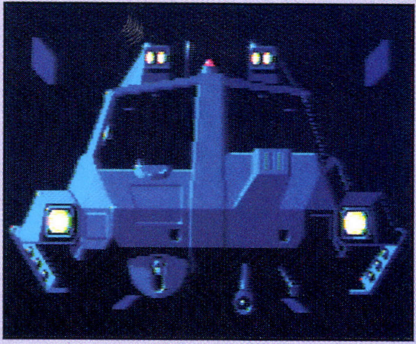
An external view of your gunship is especially dramatic in battle!

Galactic Empire

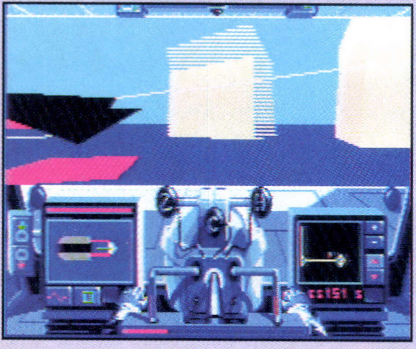
by Electronic Zoo



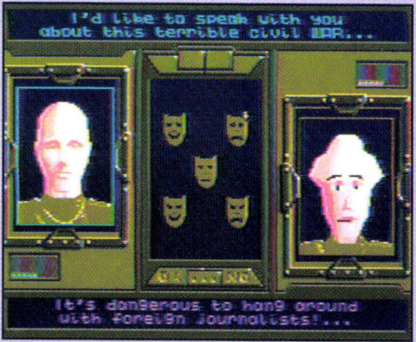
A world ravaged by the carnage of a bloody civil war. Can you use your deductive skills...



... as well as your "FORMEC" vehicle to save the planet from a doomed existence?



The world of Galactic Empire is rendered in polygraphic 3-D, similar to other fictional quests.



I'd like to speak with you about this terrible civil WAR...

It's dangerous to hang around with foreign journalists!...

Communication with the natives is represented in unique 3-D polygon graphics.

A planet is in trouble. A civil war is raging on the planet Ether. Men and animals, as well as the future of the planet is threatened. It is your job as an undercover agent to defuse this crisis. You'll pose as a Galactic Reporter to maintain objectivity between the two waring factions. During your quest for truth and justice, you'll encounter over 100 different persons, each remembering any encounters they've had with you or any other character in the game. You'll also face up to 80 animal species which will be born, grow old and die within the time span of the game. Some animals can provide assistance after being tamed.

To communicate with other characters, a unique 3-D display screen aids in conversation, with both you and your audience graphically rendered in facial polygons. In fact, the entire game is polygon based, giving the game a very "Paul Woakes (Mercenary and Damocles creator)" atmospheric feeling.

Galactic Empire will be available in early September for the PC and Amiga computers for $39.95.

Wizardry VII

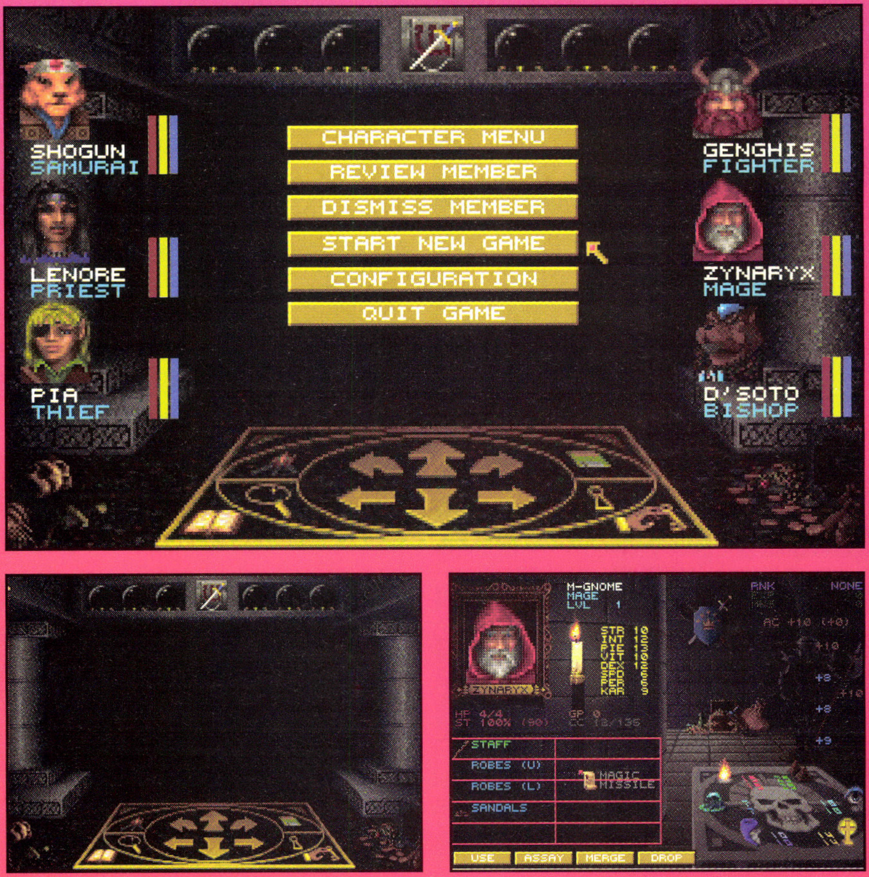
by Sir Tech

For many years, the Wizardry faithful were happy and content with Sir Tech's basic formula: huge dungeons, massive and interesting populations, powerful weapons and complex artifacts, all wrapped up in a user-friendly, yet decidedly less than picturesque graphic package. But when Bane of the Cosmic Forge (Wizardry VI) appeared on the scene, the faithful were stunned. Added to the always-compelling mission and the challenge of mere survival, were ground breaking graphics, comparable to the best that RPG's could offer.

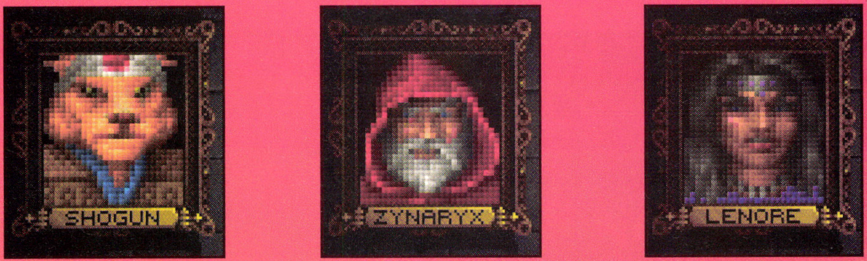
Now, hot on the heels of Bane's success, comes Wizardry VII: Crusaders of the Dark Savant. Building on the ending of Bane (three different endings allow three different beginnings), Crusaders offers more choices for characters, classes, skills and abilities, and even more impressive graphics.

Where Bane used a flat screen to display the characters' pictures and combat/movement choices, Crusaders has a dynamic near-three-dimensional layout, designed with the mouse-interface in mind. And where the outdoor scenes in Bane used the same dungeon walls for woods and mountains, Crusaders will have realistic graphics. Plus, the combat action will depict the enemies more accurately carrying out their attacks and movements. Watch this section for further details and pictures next month!

Wizardry VII: Crusaders of the Dark Savant will be available for the PC in late October for $59.95 with an Amiga version to follow.


SHOGUN
SAMURAI
LENORE
PRIEST
PIA
THIEF
CHARACTER MENU
REVIEW MEMBER
DISMISS MEMBER
START NEW GAME
CONFIGURATION
QUIT GAME
GENGHIS
FIGHTER
ZYNARYX
MAGE
D'SOTO
BISHOP
M-GNOME
MAGE
LVL 1
ZYNARYX
STAFF
ROBES (U)
ROBES (L)
SANDALS
MAGIC MISSILE
USE
ASSAY
MERGE
DROP

Even more graphically-impressive than its predecessor, Crusaders of the Dark Savant has an excellent three-dimensional look to it.

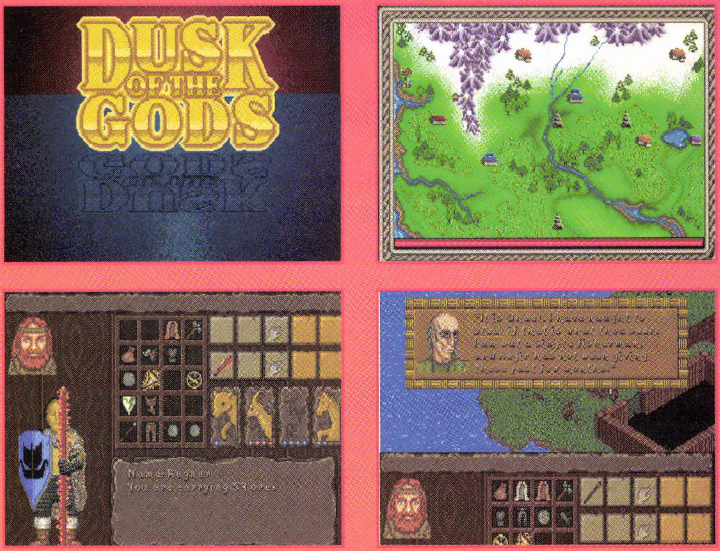

SHOGUN
ZYNARYX
LENORE

Dusk of the Gods

by Event Horizon

Event Horizon has finally produced a game on one of the most fertile and least-mined areas for computer titles: the rich and complex world of Norse mythology. The end of their world comes at Ragnarok, the rough equivalent to our Armageddon, a great battle with giants and their evil allies pitted against the Aesir, gods of incredible might. Odin has sent you out to the lands to give the gods enough time to prepare for the battle, and your many actions may swing the outcome to their balance. A unique rotating 3D view and 150 different non-player characters are available to interact with, and the land is completely explorable, with an open-ended plotline.

Dusk of the Gods will be available early December for the PC for $59.95 and will be distributed through Interstel.


DUSK OF THE GODS

Each realm has graphics to match, and each mapped area is replete with smaller, explorable areas and interiors.

Hospitals Care About Your Vital Signs.

PROPOSED
CANCER
THERAPY CENTER

Shouldn't You Care About Theirs?

Nobody likes to ask for money. But the fact is, without your support, it's becoming increasingly difficult for hospitals to upgrade their equipment, services and innovative programs. And, sadly, that means that some much-needed medical care may never reach the people who need it most. So do your part, and take care of your hospital. After all, they do the same for you.

Give To Your Local Hospital. Give To Life.®
National Association for Hospital Development

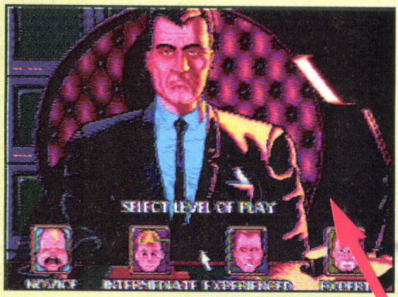
NAHD®

MIDWINTER
II

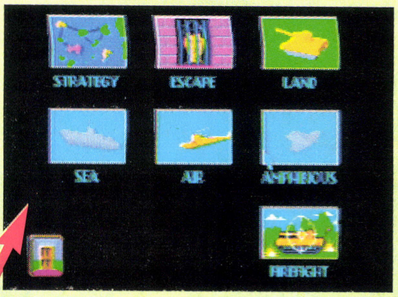
KEEP THE HOME FIRES BURNING

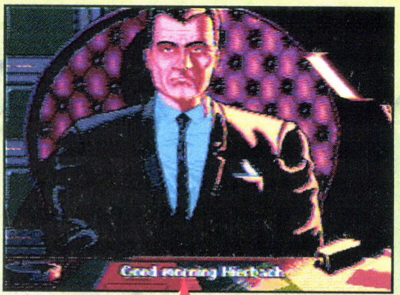
From Microplay

Midwinter II: Flames of Freedom is a large and complex game of action and espionage. As an agent of COBRA, you must protect the forces of the free world against the surging tide of Saharan forces. To do so, you'll need over 20 different modes of transportation to complete more than 40 missions on islands off the west coast of Africa, one mission on each island. For each mission, you'll need to find your contacts on the island as soon as possible. They will lead you to other people who can help you by hiding you, giving first aid, information, or by offering you a mode of transportation. Be careful, though. There are double agents and traitors who will think nothing of turning you over to the secret police.To give you an idea, we've gone through the mission on the island of Vitoria. The mission is moderately difficult. Your main objective is to enlist the aid of Captain Bernard Ellis, the general manager of the Imperial Steel Corporation. Getting his help will assist you greatly in getting the island's steel mills shut down, crippling the supply of the Saharan army.


SELECT LEVEL OF PLAY
NOVICE
INTERMEDIATE
EXPERIENCED

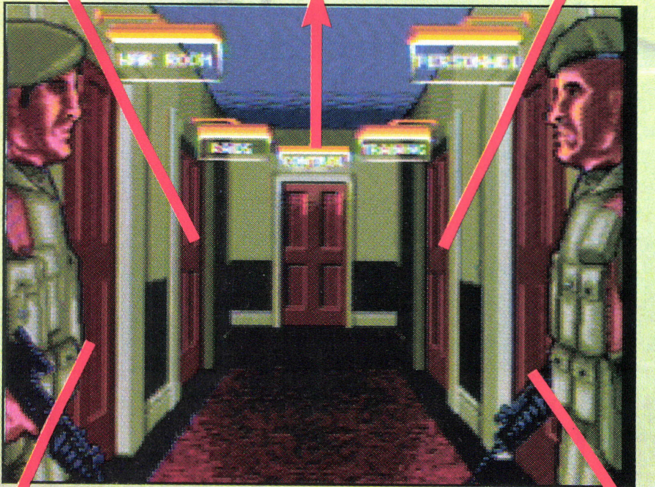
When you decide to play the campaign game, go through the door marked "Control." You'll be greeted by your director who will offer you a listof missions to complete and will fill you in on all the aspects of the one you choose.


STRATEGY
ESCAPE
LAND
SEA
AIR
AMPHIBIOUS
FIREFIGHT


Good morning Hierbach

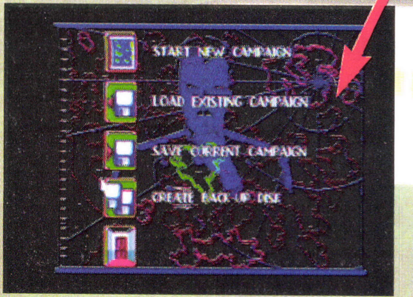
If you don't want to play the entire campaign of missions, you can elect to go through just one as a raid. When you enter this screen, Control will ask you which difficulty level you would like to play at. The easier the level you select, the more secret weapons you start the mission with. The process for selecting the mission you play is the same as selecting a campaign mission, and the missions will be exactly the same. Raids are a good way to learn the game after going through training. Since each one is an actual mission you'll go on, you get a chance to play a mission without it counting towards your campaign.

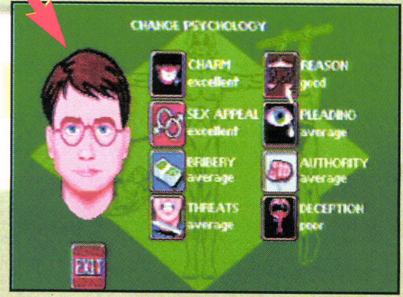
The Personnel room is used to create your agent. You have control over every aspect of your agent, from appearance to psychology. You are allowed to make changes in your profile when you start a new agent, but adding to particular abilities will detract from others. All eight of the traits are good to have, but charm, deception, and authority are very useful. The Training room gives you a feel for the game before your agent does anything that will affect them. It's a good idea to run through all the training exercises so that you know what you're getting yourself into. Firefight is the most fun of all of them.

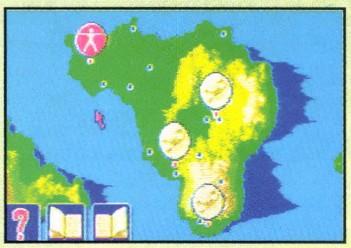

WAR ROOM
PERSONNEL
RAIDS
CONTROL
TRAINING

Upon entering the COBRA headquarters, you find a hallway of five doors. Each door leads you to the missions and other aspects of Midwinter II. You can go to training or raids immediately, but you need to go to the War Room if you want to play the campaign simulation.

The war room is used to create backup disks and disks to use in the campaigns. Since the game updates the information to the disk after the completion of each mission, it's important to create one.

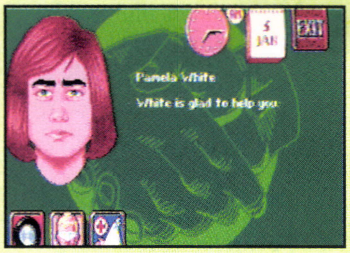

START NEW CAMPAIGN
LOAD EXISTING CAMPAIGN
SAVE CURRENT CAMPAIGN
CREATE BACK-UP DISK


CHANGE PSYCHOLOGY
CHARM
excellent
SEX APPEAL
excellent
BRIBERY
average
THREATS
average
REASON
good
PLEADING
average
AUTHORITY
average
DECEPTION
poor
EXIT



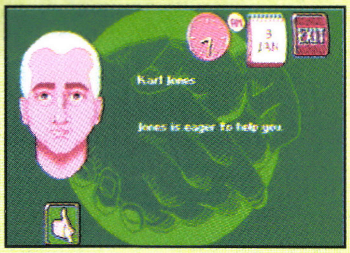
Good luck Hinbach.

/ When you've selected Vitoria, check the island intelligence before venturing there. This map will show you the location of your contact and the areas that contain enemy bases. If you choose to go on this mission, Control will wish you luck, and you'll be on your way.



Pamela White

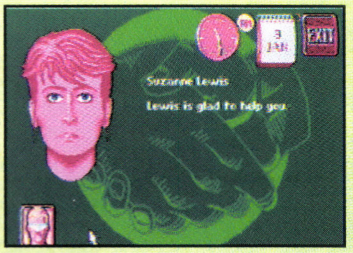
White is glad to help you.



Karl Jones

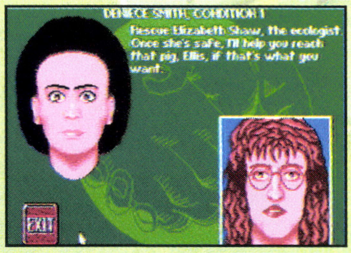
Jones is eager to help you.

Upon arrival, the first thing you should do is find Pamela White. Since she is your main contact, she'll have the information you need to get going on your mission. One of the people she knows is Karl Jones. He lives north of Pamela on the coast of Vitoria. Go and speak with Karl. Pamela will offer you a balloon, but the prevailing winds blow south and west, so don't take her up on using the vehicle yet.



Suzanne Lewis

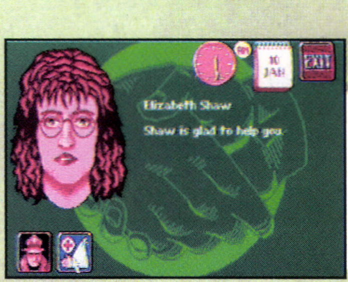
Lewis is glad to help you.



DENIECE SMITH, CONDITION 1

Rescue Elizabeth Shaw, the ecologist. Once she's safe, I'll help you reach that pig, Ellis, if that's what you want.

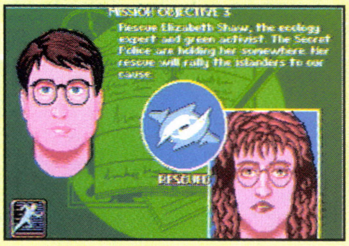
Karl will introduce you to Suzanne Lewis. Before you go see Suzanne, though, journey to the middle of the island and talk to Deniece Smith. She will offer you help if you can rescue Elizabeth Shaw, a biologist. Since rescuing Shaw is one of your objectives, this should coincide with your plans.



Elizabeth Shaw

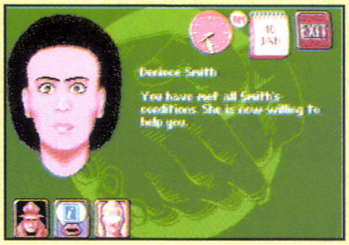
Shaw is glad to help you.

Go back and talk with Suzanne. She'll offer to take you on a secret journey. Blindfolded, you'll go to meet with Elizabeth Shaw.



MISSION OBJECTIVE 3

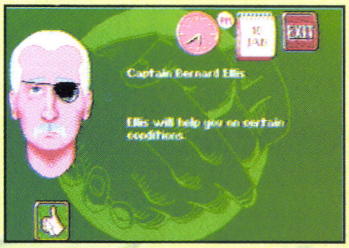
Rescue Elizabeth Shaw, the ecology expert and green activist. The Secret Police are holding her somewhere. Her rescue will rally the islanders to our cause.



Deniece Smith

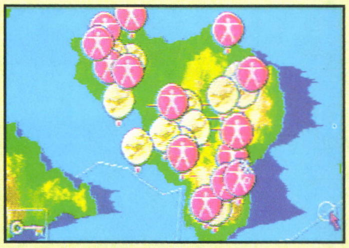
You have met all Smith's conditions. She is now willing to help you.

Your obligation to Deniece is now fulfilled, so go and find her again. Having done what she asked, Deniece will arrange a meeting with Captain Bernard Ellis. Deniece also has other important information like contacts and the names and locations of some known traitors. Listen carefully to what she says. She's one of the most informed people you will meet on Vitoria.

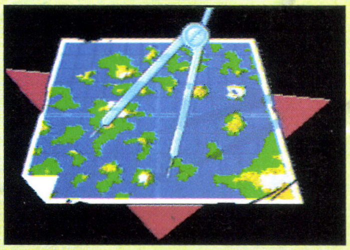


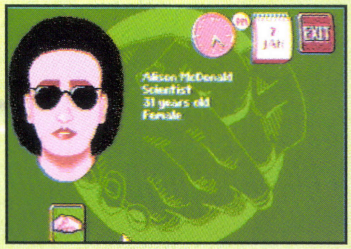
Captain Bernard Ellis

Ellis will help you on certain conditions.



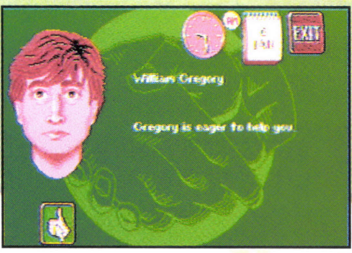
Ellis would like to side with you, but you must help him first. By now, your map should be getting crowded with both people to contact and enemy areas to avoid.





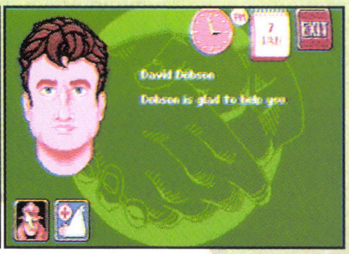
Alison McDonald
Scientist
31 years old
Female

One person you might come across is Dr. Alison McDonald. Watch out for her! She says she's willing to help you, but she's a traitor of the worst sort! She'll turn you over to the secret police who will throw you in jail!



William Gregory

Gregory is eager to help you.



David Dobson

Dobson is glad to help you.

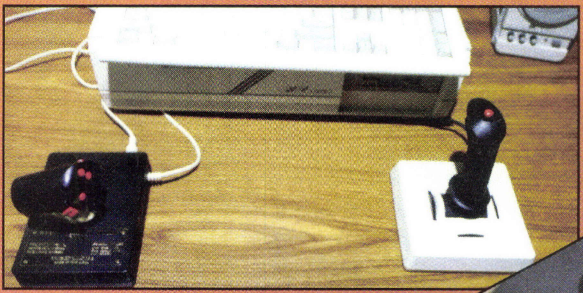
Remember to talk to everyone you meet, but always be wary, especially if it's someone you just run across instead of being referred to by someone else. When you get the opportunity, jump into a vehicle and drive. There aren't many spare vehicles on Vitoria, but you can sometimes find a truck or jeep to ride in. Good luck! You'll need it!

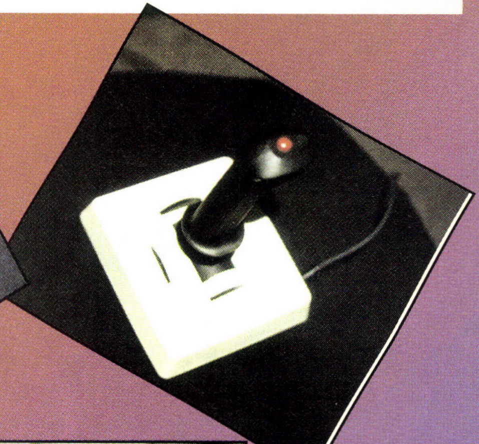
CGR CONTEST!

WIN THE THRUSTMASTER AND FLIGHT STICK!

ADVERTISER INDEX

ADVERTISER	READER SERVICE #	PAGE #
ACCOLADE	108	7
BETHESDA SOFTWORKS	125	17
CHIPS AND BITS	134	22, 23
COMPUTABILITY	123	27
ELECTRONIC ARTS	111	OBC
INTERSTEL	144	25, IBC
MICROPROSE	150	9, 11
MICROTYME	160	15
MINDCRAFT	158	5
MISSION CONTROL	161	21
OCEAN OF AMERICA	162	19
READY SOFT	168	3
SIR-TECH	172	61, 63, 65
SPECTRUM HOLOBYTE	170	IFC
THURSTMASTER	173	31
U.S. GOLD	181	35
VILLA CRESPO	174	52



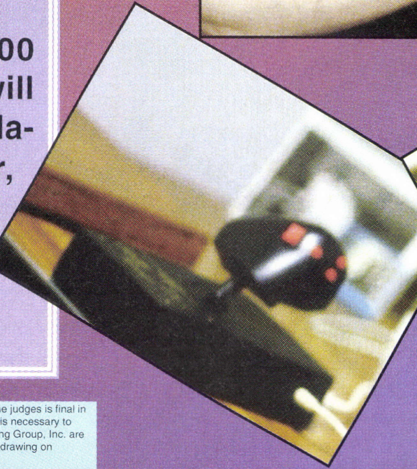


Computer Game Review is giving away the two controllers we featured in this month's issue! The ThrustMaster and CH Products FlightStick are every flight simulator fan's dream come true! Now, you can have the control in flight you've always wanted!

To enter, send a 3 x 5 card with your name, address, phone number, and age to:

CGR Flight Controller Giveaway
1920 Highland Ave, Suite 222
Lombard, IL 60148

These controllers are a $200 retail value combination that will make even the best flight simulator even more fun! Remember, these controllers only work with IBM and compatible computers. Don't wait! Send in your entry today!



RULES: All entries must be postmarked by October 31, 1991 to be eligible for the drawing. The decision of the judges is final in the selection of the winner. Neither CGR nor the judges will be liable for lost or misdirectd mail. No purchase is necessary to enter. Only one entry per household will be eligible for the drawing. Employees and family of Sendai Publishing Group, Inc. are not eligible to enter. Deadline for the drawing is October 31, 1991. Prize winner will be selected by a random drawing on November 15, 1991. Void where prohibited. $200 value is based on MSRP of all products awarded.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY…

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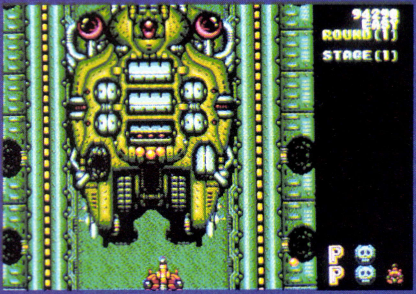
94220
EASY
ROUND(1)
STAGE(1)

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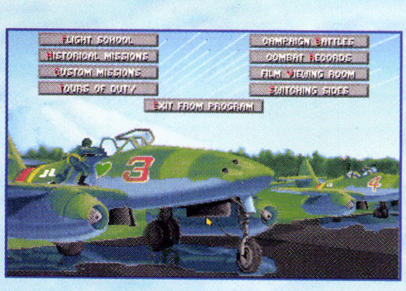
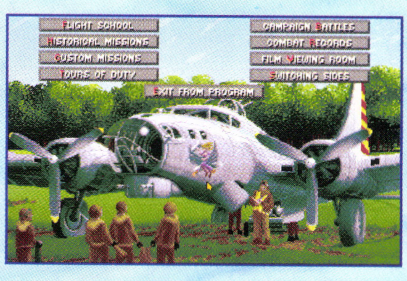
CIRCLE #138 ON READER SERVICE CARD.

SECRET WEAPONS OF THE LUFTWAFFE

During the Second World War, Hitler and his Luftwaffe commanders pinned a great deal of their hopes for winning the war on a new generation of fighters and rockets. Now you can control these command decisions, as well as pilot the planes.


FLIGHT SCHOOL
HISTORICAL MISSIONS
CUSTOM MISSIONS
TOURS OF DUTY
CAMPAIGN BATTLES
COMBAT RECORDS
FILM VIEWING ROOM
SWITCHING SIDES
EXIT FROM PROGRAM
3
4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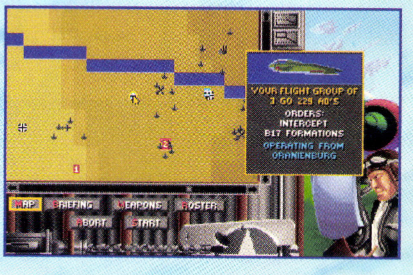

YOUR FLIGHT GROUP OF 3 GO 229 A0'S
ORDERS: INTERCEPT B17 FORMATIONS
OPERATING FROM ORANIENBURG

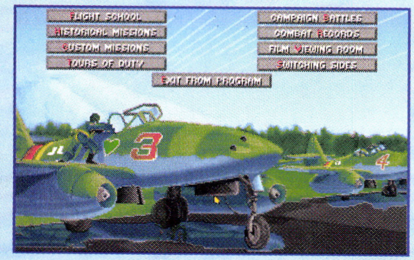
MAP
BRIEFING
WEAPONS
ROSTER
ABORT
START

Outnumbered and outgunned, the Luftwaffe is definitely the underdog in this theater. But the new jets that their scientists have developed give them an early advantage against the unescorted U.S. daylight bombing raids. With enough early success, the German pilots can cause so much damage to the Allied air forces as to severely cripple later bombing efforts. One of the most difficult tasks the Luftwaffe will face will be which machines to develop, and dispersing their factories.

While the Royal Air Force's Bomber Command switched early in the war to nighttime raids, the U.S. decided to attempt daylight bombing for two main reasons: to achieve greater accuracy in hitting their targets, and to keep up round-the-clock pressure on some targets (when hit in conjunction with the RAF). But without the long-range fighter escort that later planes, like the P-51, provided, early losses were very heavy. Deciding which early targets are vital is crucial.

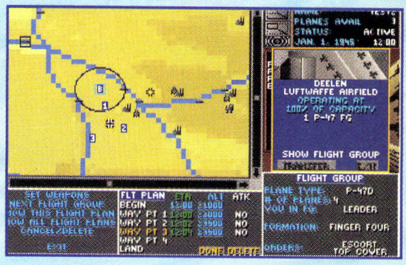
Along with Historical Missions for each side, you can conduct a Campaign as Luftwaffe or Eighth Air Force commander, as well as flying an extended Tour Of Duty as pilot of any of the available planes.

STRATEGIC DECISIONS

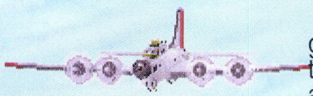

FLIGHT SCHOOL
HISTORICAL MISSIONS
CUSTOM MISSIONS
TOURS OF DUTY
CAMPAIGN BATTLES
COMBAT RECORDS
FILM VIEWING ROOM
SWITCHING SIDES
EXIT FROM PROGRAM
3
4

The Luftwaffe commander decides not just which planes and airfields will repel attacks, but also which factories will create airplane engines and frames. Dispersing the production centers will make them harder to hit, but will also decrease their output.

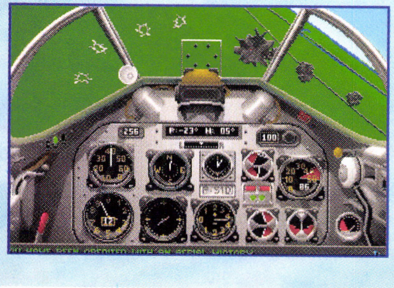
The U.S. CO has to decide which targets get primary strike status, and which get secondary status. In addition, you create and modify the attacking planes' flight plans, create flight groups, and make air unit transfers.

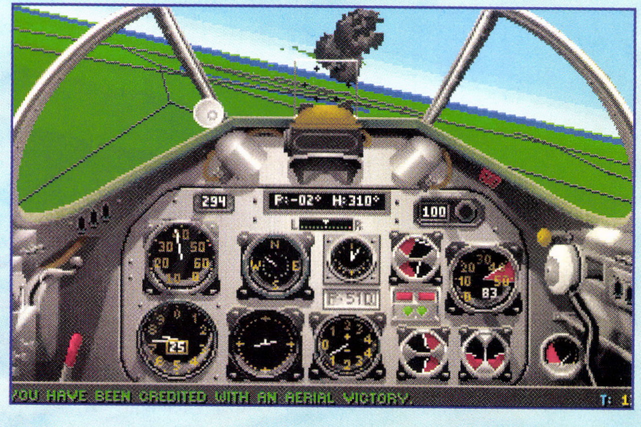

```
PLANES AVAIL      3
STATUS:      ACTIVE
JAN. 1, 1945  12:00

DEELEN
LUFTWAFFE AIRFIELD
OPERATING AT
100% OF CAPACITY
1 P-47 FG

FLT PLAN   ETA   ALT    ATK
BEGIN      12:00 21000
WAY PT 1   12:00 22000  NO
WAY PT 2   12:02 23500  NO
WAY PT 3   12:04 23500  NO
WAY PT 4
LAND

FLIGHT GROUP
PLANE TYPE:    P-47D
# OF PLANES: 4
YOU IN FG:     LEADER
FORMATION:     FINGER FOUR
ORDERS:        ESCORT
               TOP COVER
```
SHOW FLIGHT GROUP
TRANSFER
EXIT
SET WEAPONS
NEXT FLIGHT GROUP
SHOW THIS FLIGHT PLAN
SHOW ALL FLIGHT PLANS
CANCEL/DELETE
EXIT
DONE
DELETE
1
2
3
B

COMBAT STRATEGY

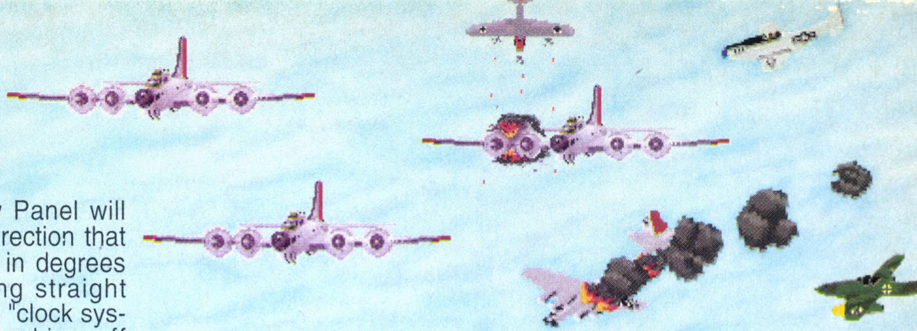


As in all flight simulators, a good pilot must know the limitations of his aircraft, as well as have a good eye for leading an opponent's plane when firing. But never before has a pilot had to deal with such a varied enemy air force. As a U.S. pilot, you'll face the Bf 109's 386 m.p.h. top speed, as well as the Gotha's 607 m.p.h. And experience against the FW 190's 2450-foot rate of climb can never prepare you for the Me 163's phenomenal 16,000 feet-per-minute!


256
P:-23° H: 05°
100
P-51D


YOU HAVE BEEN CREDITED WITH AN AERIAL VICTORY.

294
P:-02° H:310°
100
P-51D
T: 1

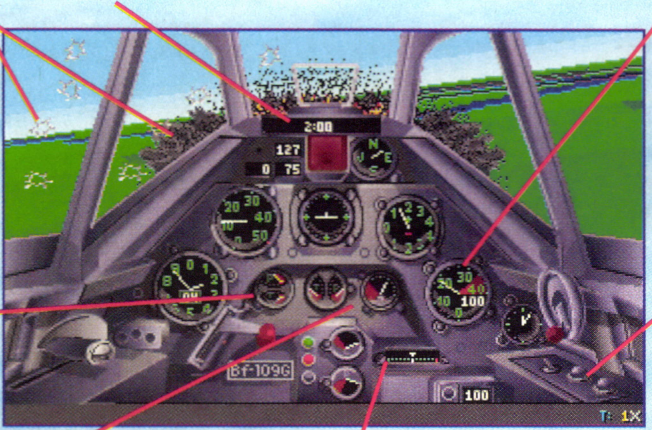


IN THE COCKPIT

The View Panel will display the direction that you're facing in degrees (when looking straight ahead) or the "clock system" when looking off left or right.

Damage is no longer indicated by an increasing slide bar. You now have jagged bullet holes and smoking engines to show your craft's sturdiness, as well as dropping oil pressure and hydraulic fluid levels. If careful attention is not paid to these indicators, an exploding engine will often result.

Not only will your RPM gauge show you the engine speed, but a drop in the indicator will tell you you've sufferred damage to the engine or oil fluid system. Though throttling back on a damaged plane is safer, you may need all the speed you can muster in some tight situations.

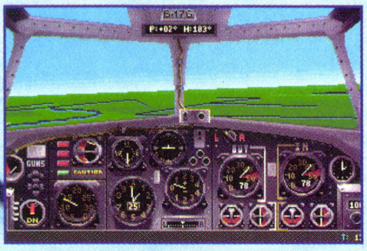


The manifold pressure and temperature gauges show the mix of fuel into the engine. If either of these needle goes into the red, an engine explosion can result.

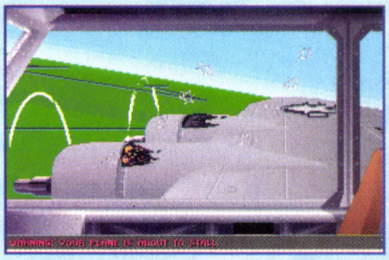
Every plane in SWOTL will have the option of carrying bombs and/or rockets. Indicator lights will show when the weapons are armed and ready to be released.

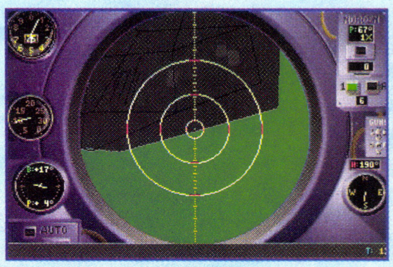
The oil pressure and temperature, and the hydraulic fluid pressure gauges need to be monitored often, as any drops will indicate impending damage to the engine.

The rudder indicator is especially useful when employing advanced flying characteristics, which separate the rudder control, and assign it to the F5 thru F8 keys.

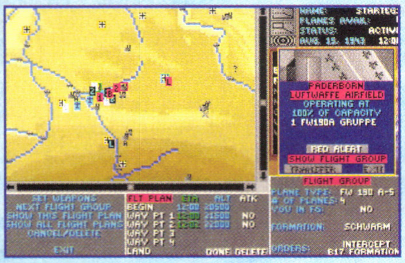


Flying the massive B-17 bomber presents more complicated challenges for the pilot. For one thing, you have eight identical engines to monitor, with corresponding controls for each one, accessed by hitting the "E" key, which shows either the left or right pair of engines. Each engine has separate controls for increasing and decreasing throttle, to feather a damaged engine. The Norden bombsight will also be tricky to master, though it will be crucial to successful bombing.


WARNING: YOUR PLANE IS ABOUT TO STALL



MAPS AND PLANNING

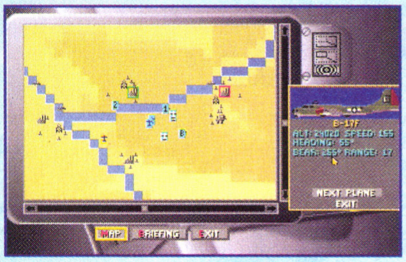

NAME: STARTEG:
PLANES AVAIL:
STATUS: ACTIVI
AUG. 15, 1943 12:0

PADERBORN
LUFTWAFFE AIRFIELD
OPERATING AT
100% OF CAPACITY
1 FW190A GRUPPE

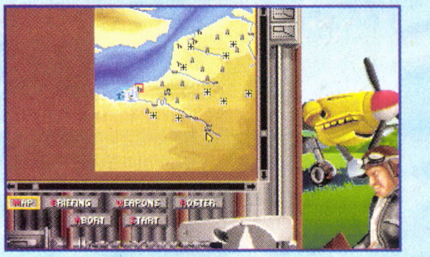
FLIGHT GROUP
PLANE TYPE: FW 190 A-5
OF PLANES: 4
YOU IN FG: NO
FORMATION: SCHWARM
ORDERS: INTERCEPT B17 FORMATION

```
FLT PLAN   ETA    ALT    ATK
BEGIN      12:00  20500
WAY PT 1   12:00  21500  NO
WAY PT 2   12:02  22000  NO
WAY PT 3
WAY PT 4
LAND
```

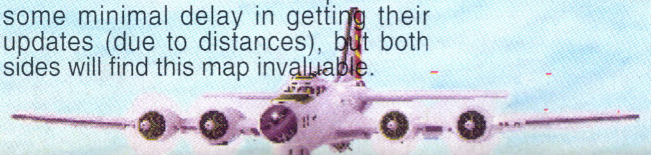
The initial planning map will give you info on your flight groups, and allow you to modify their beginning position and waypoints. Here the German side will determine which airfields get put on yellow or red alert, and the Americans will set secondary targets. You'll also get limited intelligence on possible enemy opposition.


B-17F
ALT: 24020 SPEED: 155
HEADING: 55°
BEAR: 255° RANGE: 17

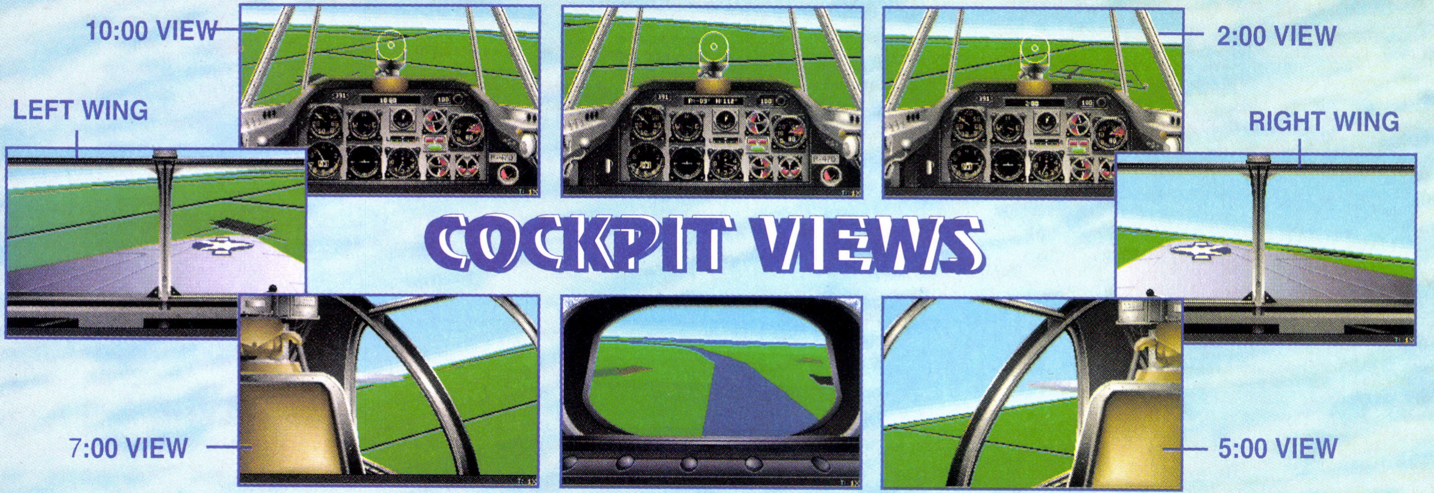
During combat, you can call up the in-flight map, which gives up-to-the-minute details on every nearby aircraft: altitude, speed, heading, and bearing and distance from your plane. The American side will experience some minimal delay in getting their updates (due to distances), but both sides will find this map invaluable.



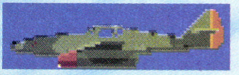
All the maps share a common zoom in and zoom out feature, as well as scrolling in all directions.



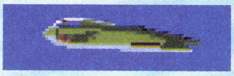
COCKPIT VIEWS



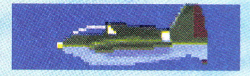
THE WARBIRDS



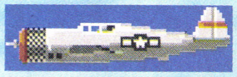
The most successful of the German secret weapons, the Me-262 was delayed for almost two years by bad decisions and poor engines, but it still proved formidable to Allied pilots.



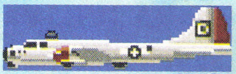
The G0-229 Gotha had a top speed of 607 mph and a ceiling of over 50,000, both far superior to every other plane, and could have greatly influenced the war, had it ever entered production.



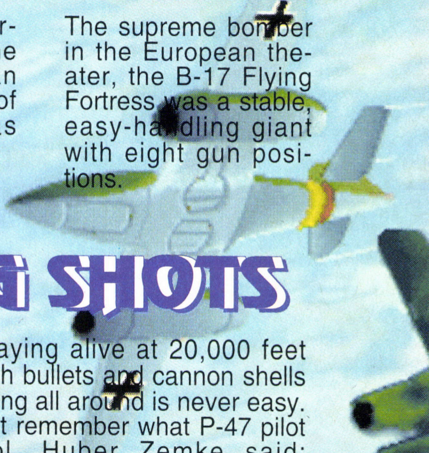
The compact Me-163 Comet was a hazard more to its pilots than the enemy, as its acid-fueled engine could easily rupture on takeoffs and landings.



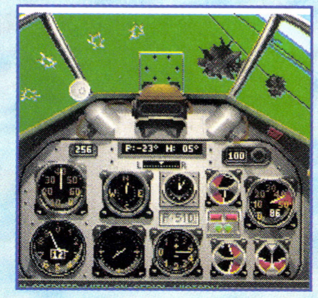
The P-47 Thunderbolt, nicknamed "the Jug," could take an enormous amount of damage, and was tops in diving ability.



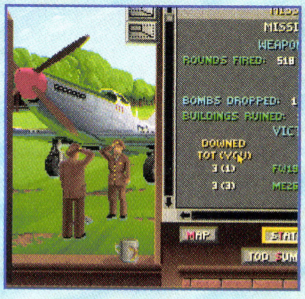
The supreme bomber in the European theater, the B-17 Flying Fortress was a stable, easy-handling giant with eight gun positions.



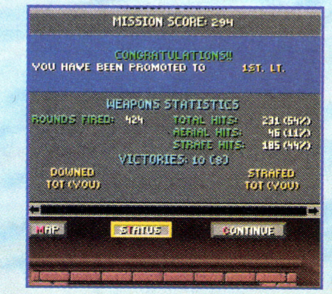
PARTING SHOTS



Staying alive at 20,000 feet with bullets and cannon shells flying all around is never easy. But remember what P-47 pilot Col. Huber Zemke said: "When caught by the enemy in large force, the best policy is to fight like hell until you can decide what to do." And listen to your plane; the gauges are there for a reason.



Completing a successful tour of dozens of missions will mean being able to rely on your wingmen, and making sure the best pilots available fly with you. Taking up a different pilot, to give him a higher score and increased ability, will translate into him and you both staying alive longer.

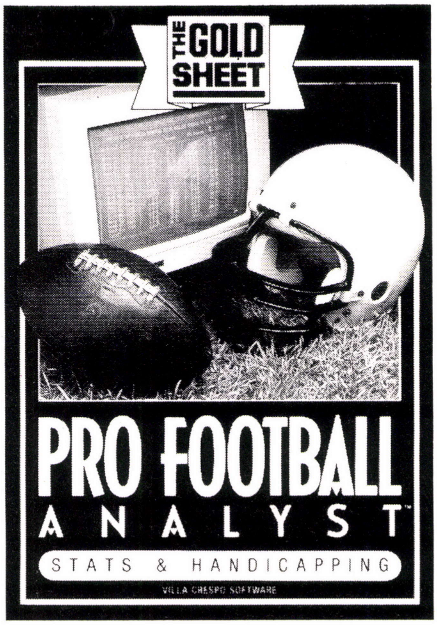


MISSION SCORE: 294

CONGRATULATIONS!!
YOU HAVE BEEN PROMOTED TO 1ST. LT.

WEAPONS STATISTICS
ROUNDS FIRED: 424
TOTAL HITS: 231 (54%)
AERIAL HITS: 46 (11%)
STRAFE HITS: 185 (44%)
VICTORIES: 10 (8)
DOWNED TOT (YOU)
STRAFED TOT (YOU)

Getting a promotion and a medal means more in Secret Weapons than just status. It also signifies increased flying and combat ability. You'll soon notice that your maneuvers are more swift and easier to perform, and your shooting and aiming is more accurate. Strap on the 'chute and let's go hunting!



EGA screens shown.
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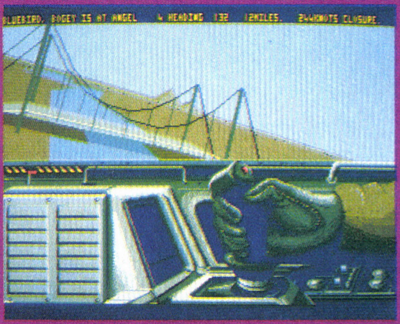
BLUEBIRD, BOGEY IS AT ANGEL 4 HEADING 132 12MILES. 244KNOTS CLOSURE.

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* TIP BOOKLETS!
* PREVIEWS!
* HIGH SCORES!
* CODE CARDS!
* CONTESTS!
* PLUS MUCH, MUCH MORE!

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THCK. FUR 630
DMD. ARMR 15000
MST65487
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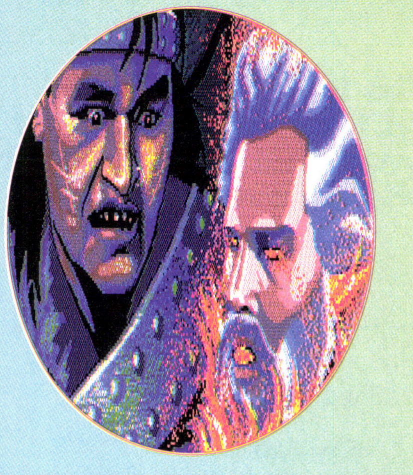
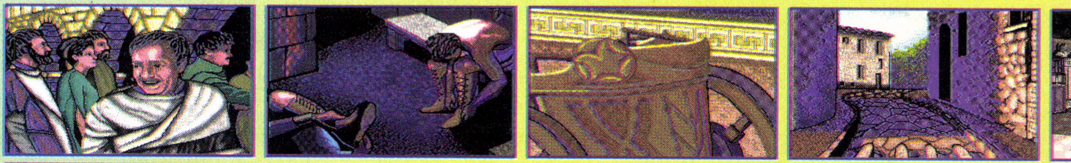
TIMEQUEST

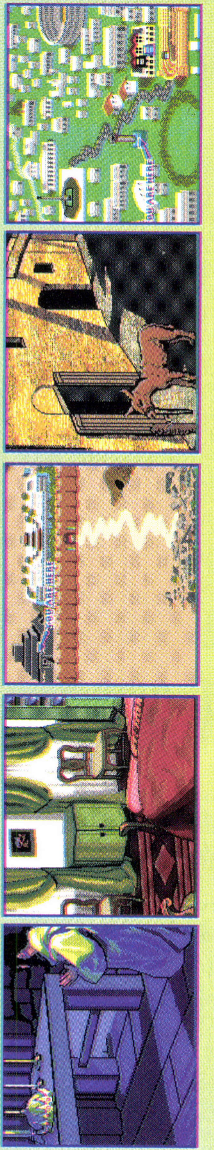
FROM LEGEND NOT JUST A TEXT ADVENTURE

TimeQuest takes you into a new dimension in text adventures, using the finest audio and visual effects. TimeQuest isn't just a text adventure. You are a private in the Temporal Corps. You thought life was pretty easy in the 21st century. Controlling the technology and science of temporal displacement, (time travel.) Well your wrong! Your commanding officer General Drexler has learned of a lieutenant named Zeke S. Vettenmyer, a once-respected officer, now turned his back on the time travel code. Vettenmyer has stolen an intercon (time machine)... You have been selected to travel into the past and untangle his twisted plot, by pursuing him across 3,000 years of history, going to the times and places that Vettenmyer has visited and reverse the changes he made. Welcome to TIMEQUEST!



B.C. BARBARIAN BATTLES A.D. GOD





ROME

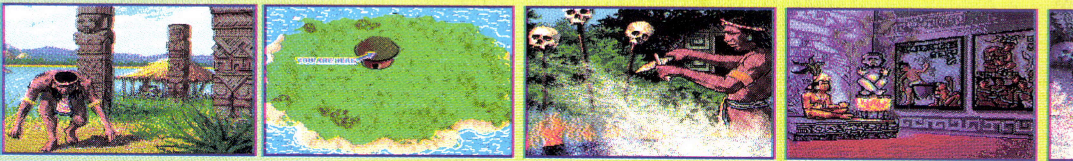
In 44 you can ask for a favor, in 19 you can talk to St. Peter. In 40 you have to be clever, but you will need a miracle to save you in the year 452.

BAGHDAD

In the year 1215 you should have the rhino. Don't talk too loud in the year 1519, so you don't get stuck with the mule. In the year 88 you will know if you failed, if you don't get the badge from the vizier. In the year 800 all I can say is green and purple will show you the way.

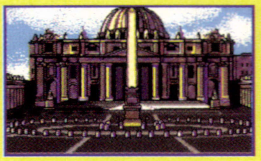
In 1361 you're in hot water, to get out you'll have to wait till later. Watch where you walk in 452, because it will be important to you later. In 1215 you'll see a victim, and you'd better hope you look like a weirdo. In 1519 you can meet Montezuma if you don't t think you were a fool.

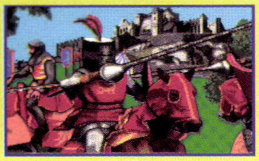
MEXICO



Mexico is an exciting place, you can be cooked in a pot. Or explore the pyramids using a map, that you actually make in an earlier year.

Do you think you need to know history for this game? your wrong. TimeQuest gives all the history you will need to know in very short paragraphs. One thing to remember, if you get stuck, try to go to a different time or just use the wait command, and wait for 1-4 hours. The game is designed to let you explore different times, some can be done out of order, while others require you to do certain things to alter the past, or future.

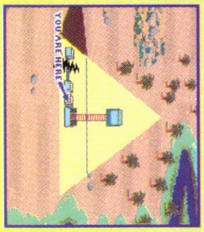




TImeQuest gives you freedom to move to different time periods, learning history, while having fun. From Stonehenge, the Circus Maximus and the Hanging Gardens of Babylon, to the Aztec Temple of the Sun. Meet people like Napoleon and Julius Caesar.

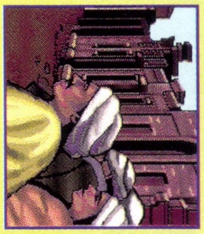
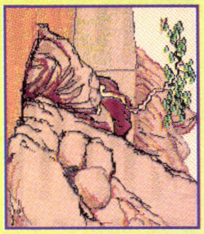
DOVER

In Dover you can sit and wonder, or see Churchill enjoy his stogie. The floors can hide things in19, and the rooms must be switched, without a hitch in the year 2 less than 90.

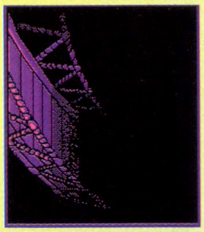


CAIRO

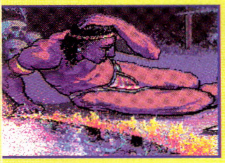
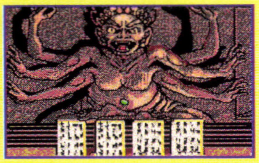
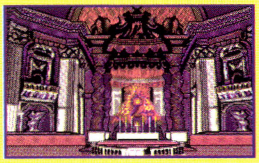
In the year 44 if Caesar was saved, Cleopatra will help you for the dangers you've braved. Cairo is in order especially in the year 1361 where you'll find young King Tut, his sister, and another little one. In the year 1215 there's a passage, but look out for the blades, or you'll become a sausage. 1798 was a good year, but you'd better have the turban and the hook to show Napoleon the lair. Cairo may be small, so look around, if you don't you may never be found.

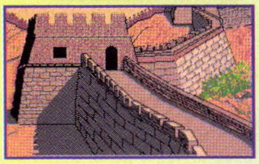



In the year 1215, with your following, open the gate. In the year 61, be patient and wait. So you made it to the year 452, by now you should know what to do. Now you're in the year 800. Don't know what to do? Look at the wall; it will give you a clue. Finally you come to 1940, and all you have to do is get a cocktail from a party.

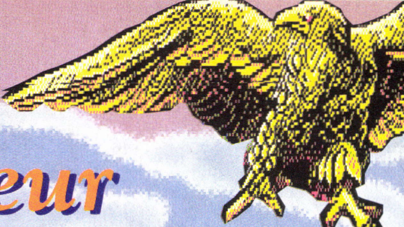


PEKING

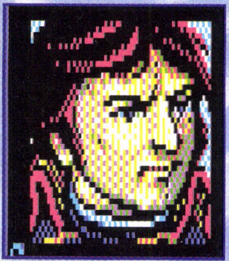
YOU ARE HERE


In Peking you can travel to many different times all the way up to 1940 A.D. You can even meet Genghis Khan, or test your skill by solving a puzzle based on the non-activist philosophy espoused by Lao-Tzu.

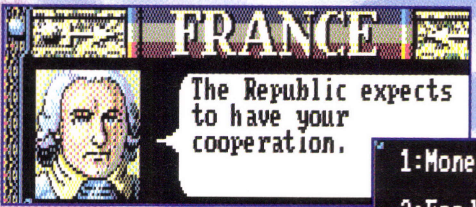


KOEI'S L'Empereur

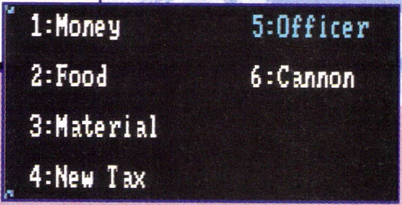
In the Year 1796...



You are just beginning. At only 26 years of age, the troops look at you with a mixture of suspicion and wonder. But your fame as an instinctive artillery commander and ambitious, charismatic leader soon convince the soldiers. Opportunity first presents itself in Italy, and you strike out from Marseilles to keep the Revolution alive. Remember you must also keep the city running smoothly, as well as command your troops.

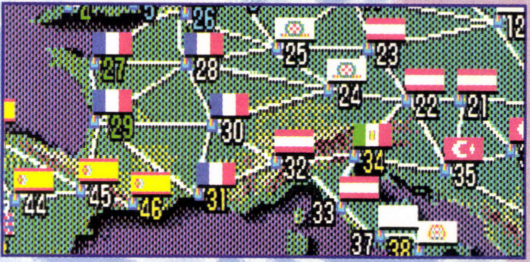


The Republic expects to have your cooperation.



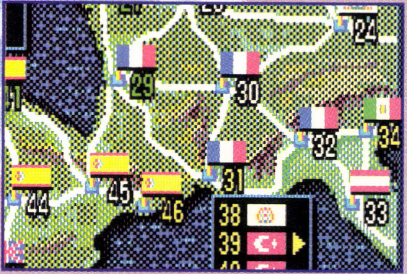
1:Money
2:Food
3:Material
4:New Tax
5:Officer
6:Cannon

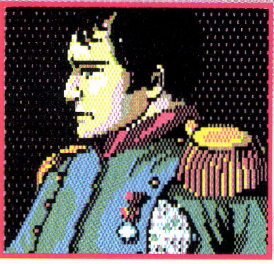
You'll have to plead for food, gold, and extra officers from the politicos back in Paris.



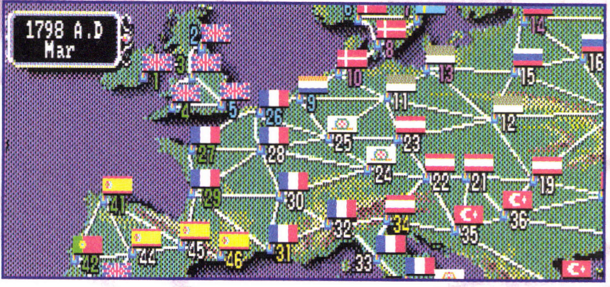
Though attacking south towards the Boot of Italy seems less glorious, Austria is still a world party, and is capable of overpowering you with manpower, equipment and training levels. Wait for the right time...

The cities and commands are limited now, but after some successes, and a bit of patience, much more will be available to you.

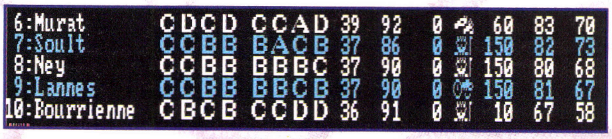




In the Year 1799...



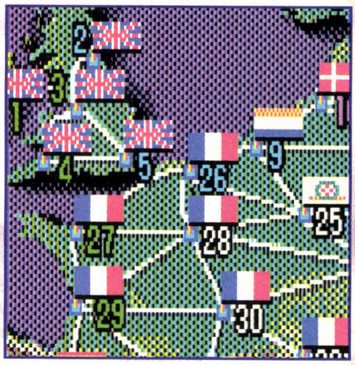
Your great skill and initiative in the Italian Theater has earned you the rank of Commander-In-Chief for all of the Republic. You have the freedom now to move about the country at will, directly overseeing new training and leading crucial advances.

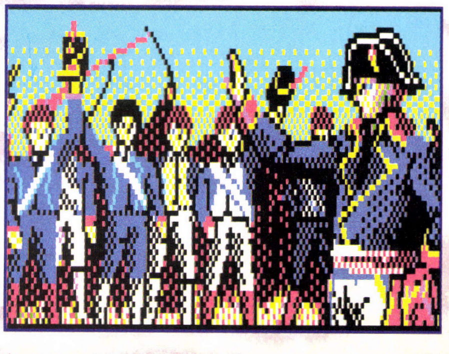


```
6:Murat        CDCD CCAD 39  92   0   60  83  70
7:Soult        CCBB BACB 37  86   0  150  82  73
8:Ney          CCBB BBBC 37  90   0  150  80  68
9:Lannes       CCBB BBCB 37  90   0  150  81  67
10:Bourrienne  CBCB CCDD 36  91   0   10  67  58
```

Now that you have the support of the people and the ear of the government, you should start looking for valuable officers to promote to command troops. Be wary of their loyalty rating; a low number (as with Bernadotte) could signal a traitor, just waiting for the opportunity to switch sides.

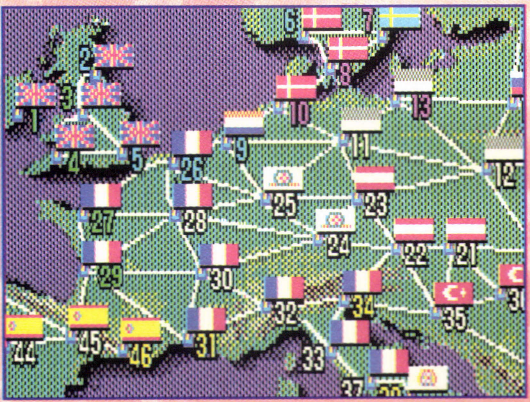
France has only one enemy at war with them when this scenario opens: the ever-antagonistic English. Although invading them (at this point in time) is out of the question, it is possible to cut them off as much as possible from the continent. When European countries offer alliance, you can begin the blockade of Europe by requiring a ban on English goods. But England has deep pockets, and their offers of gold will swing many allies to their side.



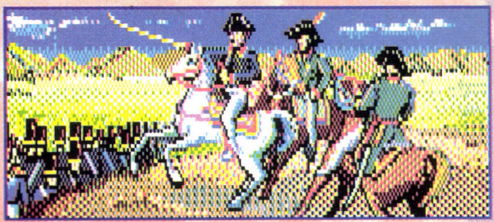


Victory in battle will never come easily or inexpensively. When replacing troops in your standing units, overall training will drop substantially. Giving a speech will improve their morale, but only gold will give them the cannons and horses they need.

In the Year 1802...

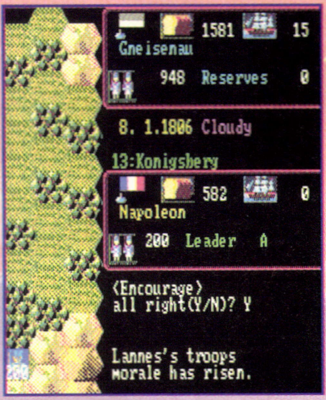


By now, France is in a strong position to control the continent. Amsterdam, Frankfurt and Munich (cities 9, 25 and 24) are quickly captured. Lubeck is also ripe for the picking, but the Swedes are not going to be pushovers. Prepare your border for the inevitable counterattack from the Austrians and Russians, but the Prussians will fall fast.

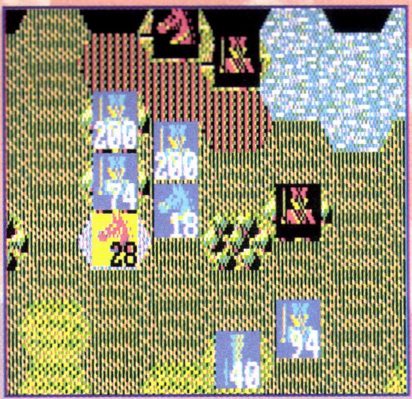


Napoleon has now assumed power, and can make governmental decisions, as well as city and military commands. Foreign affairs are directly in your control. Don't like the Turks? Declare war! Feel it would be wise to keep the Swedes quiet to the north? Send an offer of alliance, and toss in some gold.

Besides the obvious combat commands, you may also use other abilities. By "Encouraging" your troops, the morale of all units directly adjacent to the commander will increase morale. Defenders will often be "encouraging" their troops while the attackers slowly advance.

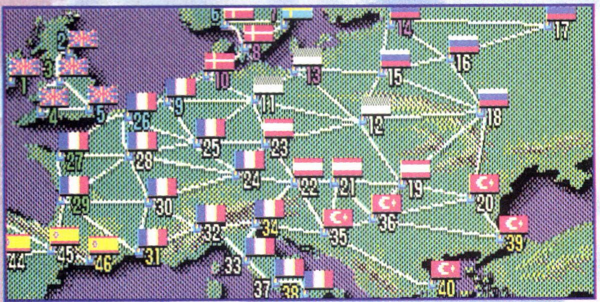


1581 15
Gneisenau
948 Reserves 0
8. 1.1806 Cloudy
13:Konigsberg
582 0
Napoleon
200 Leader A
(Encourage)
all right(Y/N)? Y
Lannes's troops
morale has risen.

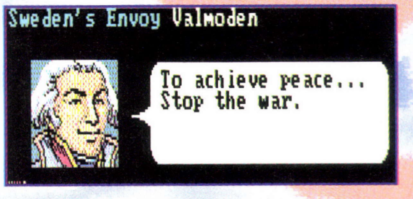


At this stage, England will begin to make probing attacks onto the coast. Amsterdam is a choice target, since it borders neutrals, and has a large port (for the Royal Navy). It's almost worth letting their army take the city, just to trap the best non-French leader, Wellington. The British will be very skilled and extremely motivated, so be ready.

In the Year 1805...



Your glorious Empire stands at the crossroads of destiny. Do you make peace with countries, to gain them as valuable trading parties,? Or do you attack to conquer and own them outright?

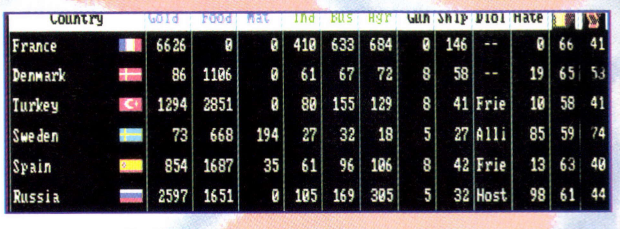


Sweden's Envoy Valmoden

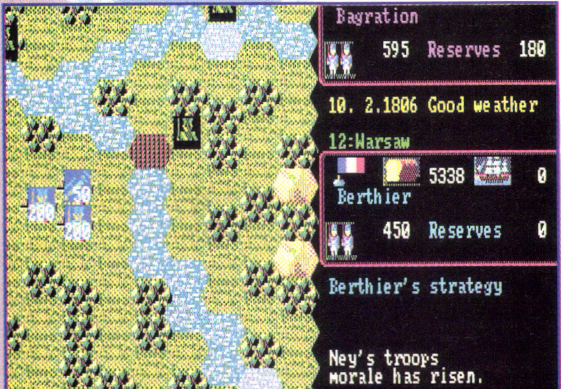
To achieve peace...
Stop the war.

Any offers of alliance are quite welcome now, as even a giant like France will find multi-front warfare draining on resources. But the larger lands must be subdued by force.

Non-allied countries are not necessarily antagonists, nor are allies always to be trusted.

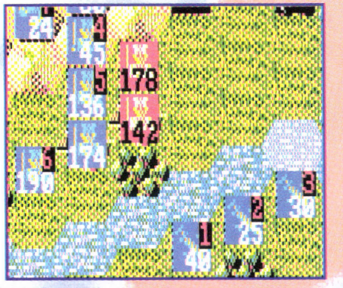


Country	Gold	Food	Mat	Ind	Bus	Agr	Gun	Ship	Dipl	Hate		
France	6626	0	0	410	633	684	0	146	--	0	66	41
Denmark	86	1106	0	61	67	72	8	58	--	19	65	53
Turkey	1294	2851	0	80	155	129	8	41	Frie	10	58	41
Sweden	73	668	194	27	32	18	5	27	Alli	85	59	74
Spain	854	1687	35	61	96	106	8	42	Frie	13	63	40
Russia	2597	1651	0	105	169	305	5	32	Host	98	61	44



Bagration
595 Reserves 180
10. 2.1806 Good weather
12:Warsaw
5338 0
Berthier
450 Reserves 0
Berthier's strategy
Ney's troops
morale has risen.

You'll be counter-attacked more frequently, so be prepared with reserves. In an attack, try to bring enough food to accommodate your forces for an extra month, should they be caught on the defensive after their victory.

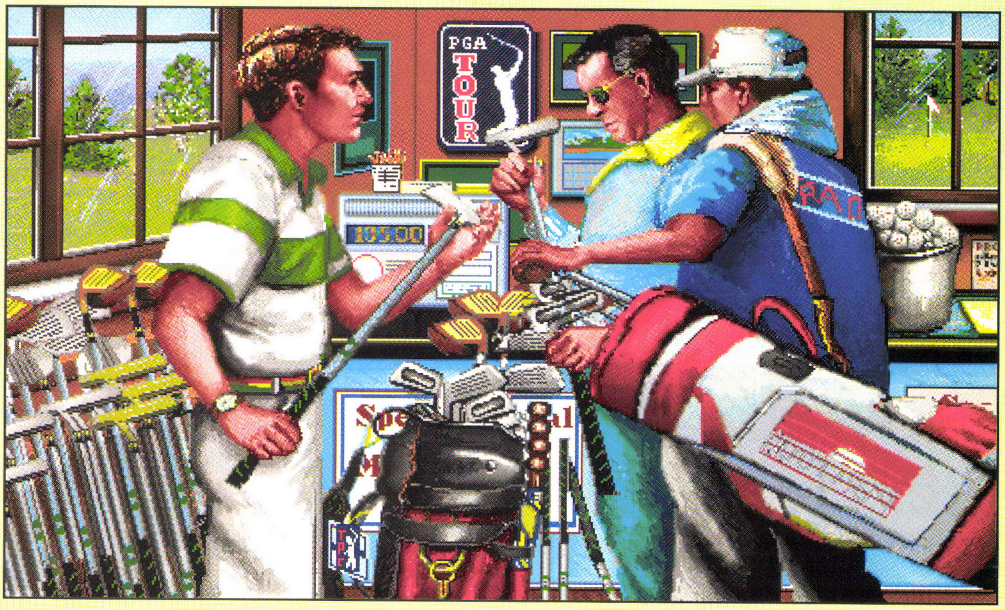


Your years of combat leadership will surely help now. Make as much use of combined-arms tactics as you can.

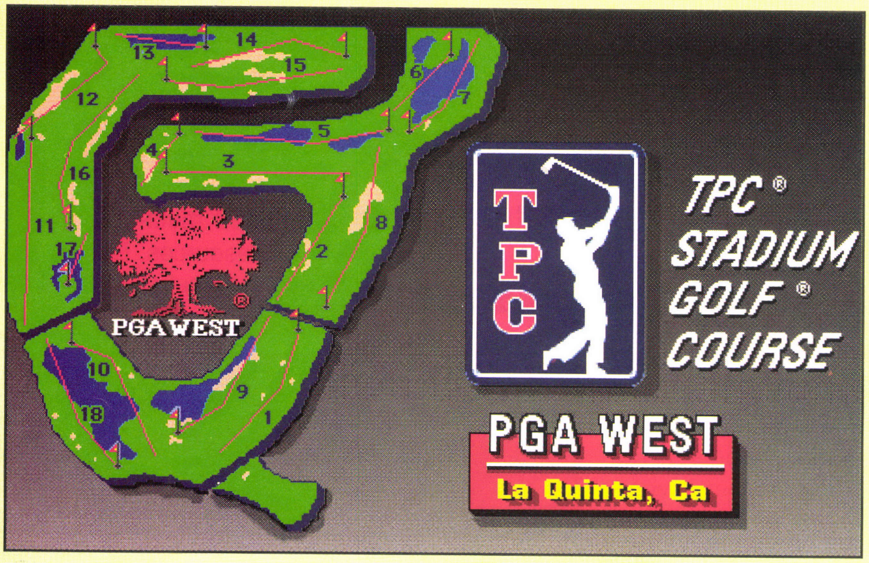
PGA TOUR® GOLF

Electronic Arts Well Received Golf Game Hits The Macintosh In A Big, Beautiful Way!

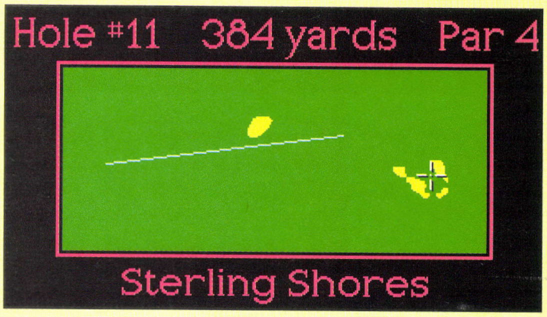
Having already enjoyed great success on the PC, Amiga, Sega Genesis (and soon, Super NES) platforms, EA has now converted their top golfing simulation onto the Macintosh computer. Supporting the Mac's crisp hi-res 256 color mode, this version of PGA Tour Golf is the most attractive yet! Some of the artwork has been completely redrawn for the Mac to support not only the 256 color mode, but also the 2 color black and white mode for the Mac owners who don't have color support capability. Although the black and white graphics loose quite a bit of colorful detail, the resolution of the screen perks things up and maintains the exact crispness of the images.



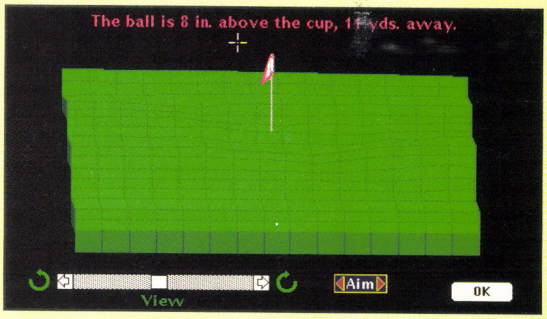
Like most graphics in PGA Tour Golf for the Mac, screens have been completely redesigned to support the excellent hi-res color mode of color Macs.



This version PGA Tour Golf comes with 4 courses: PGA West Stadium Course, Sterling Shores, TPC at Anvel and TPC at Sawgrass.



Some holes are more difficult than others!



The ball is 8 in. above the cup, 1[illegible] yds. away.

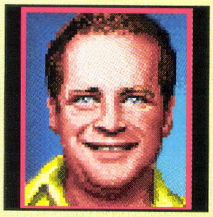
Take It From The Pros...

Tommy Armour III

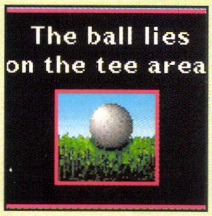
Paul Azinger

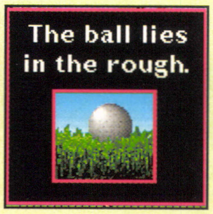
Fred Couples

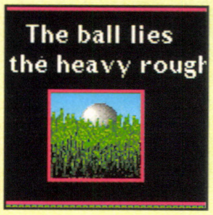
Bruce Lietzke

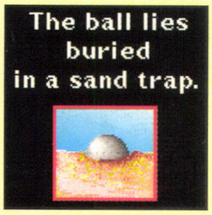


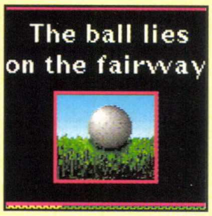
Mark McCumber

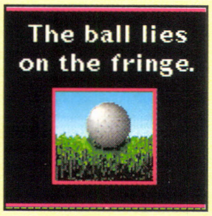

The ball lies on the tee area


The ball lies in the rough.


The ball lies the heavy rough


The ball lies buried in a sand trap.


The ball lies on the fairway

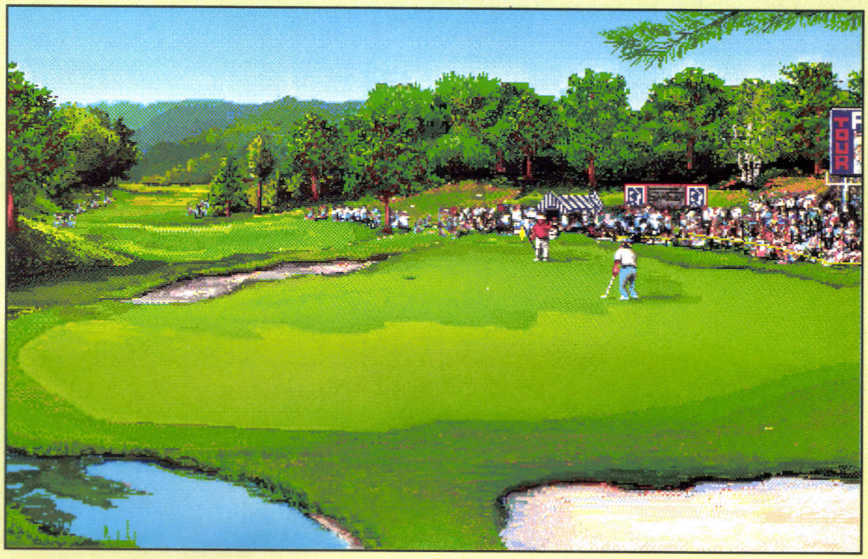

The ball lies on the fringe.

Your ball could end up just about anywhere on the course. Before swinging your best shot, judge wind, club size, stroke strength, aiming direction, the type of ground and the overall lay of the land. Just as in real golf, balls caught in sand traps need a big blast to boost them out towards the hole. Wind plays a very prominant factor in the path of the ball, more than an amatuer player might think. That's why it's a good idea to utilize the instant replay feature which traces your ball's path from start to finish.

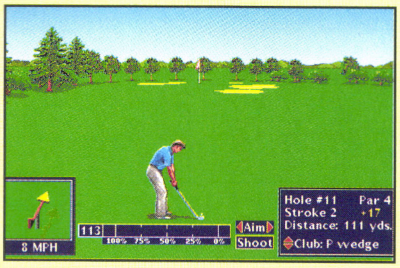
When on the putting green, take a look at the grid view. It's difficult to understand why a ball acted the way it did when shooting toward the hole if you didn't check out the undulations of the green before you made your shot.

Keep an eye on the wind gauge as well. It flips around faster than you can pull back for a swing, so observe it for a moment or two before taking a swing at the ball. Typically, if you can offset the wind effect by leading the stroke bar in the opposite direction, the ball should fly straight towards the hole.

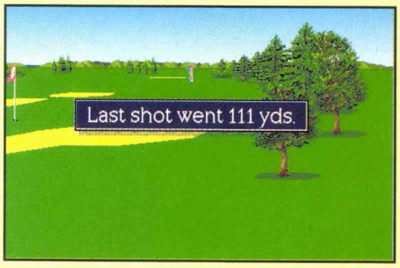
Finally, use the practice round to your advantage. These pro player guys are tough to beat!

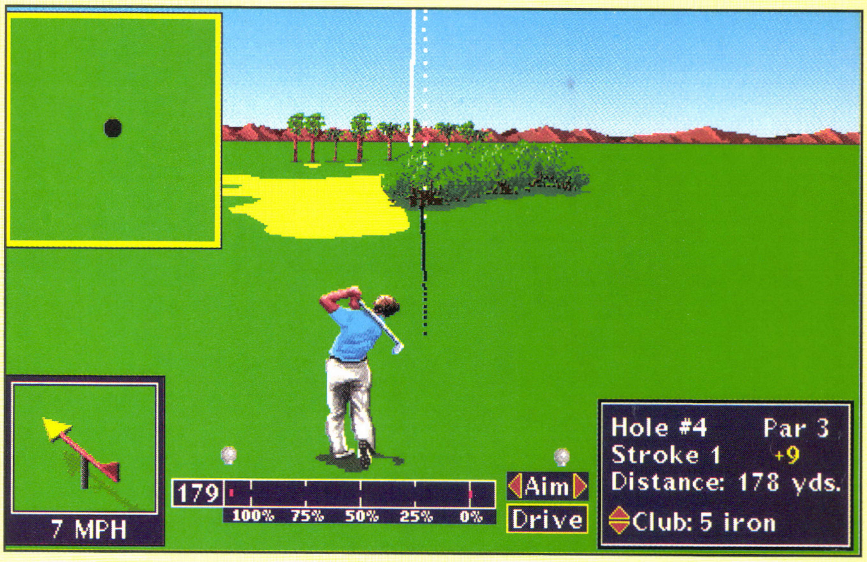


Head for the Pro Tent after playing a challenging round of 18 holes on some of the most famous courses in the golfing world!



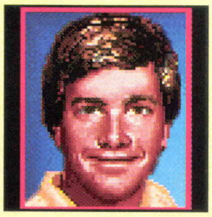
Hole #11 Par 4
Stroke 2 +17
Distance: 111 yds.
Club: P wedge

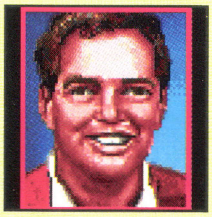

Last shot went 111 yds.

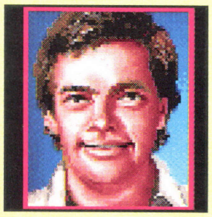


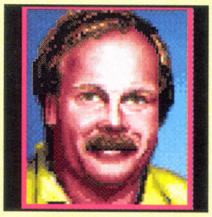
Hole #4 Par 3
Stroke 1 +9
Distance: 178 yds.
Club: 5 iron

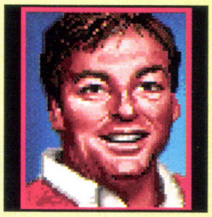
After hitting a shot, the TV-style camera graphics will follow your shot all the way! Then, use Instant Replay to trace the ball course.


Larry Mize


Mark O'Meara


Joey Sindelar


Craig Stadler

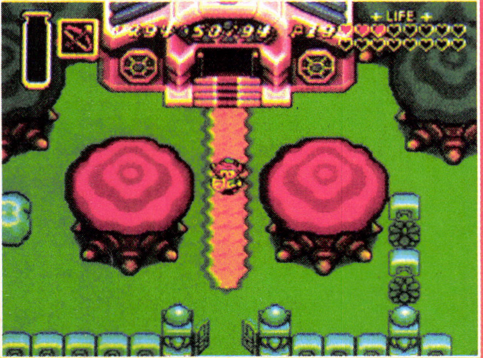

Fuzzy Zoeller

ZELDA 3

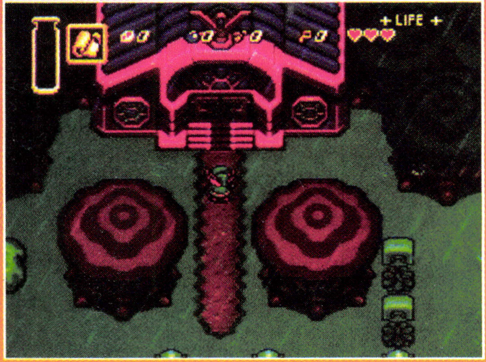
SPECIAL STRATEGY GUIDE

THE ULTIMATE ADVENTURE AWAITS YOU...

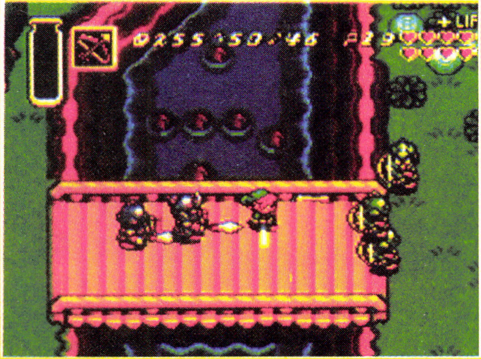
FOR THE SUPER NES 16-BIT SYSTEM!



Link must brave an all new adventure throughout the land of Hyrule. Hear is the main starting point.

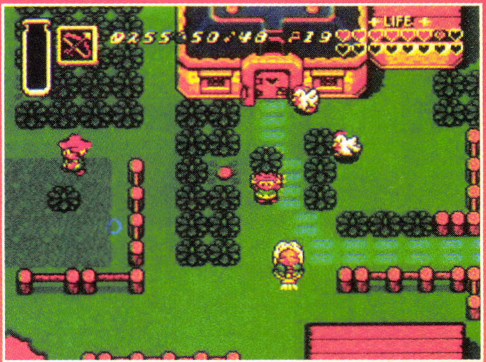


You must endure the elements and when the going really gets rough, stop at home for a break to revive.

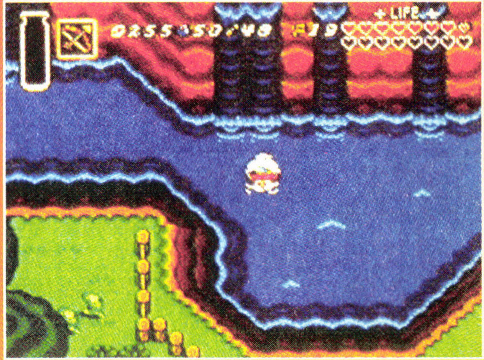


You will encounter the minions of Ganon on your mysterious journey.

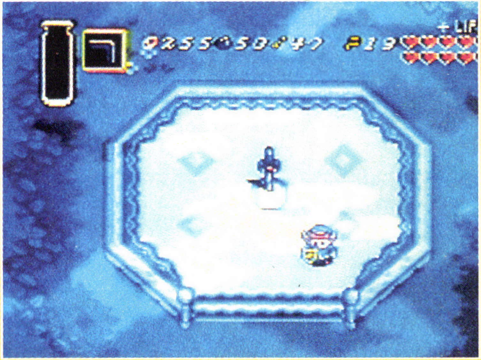
The adventure takes place almost a century before the cataclysmic battle between the heroic warrior Link and the ruthless tyrant Ganon. This war between the forces of good and evil ripped through the peaceful land of Hyrule with untold devastation. The people of Hyrule fled their homes to live in caves and other places of refuge while horrid creatures of darkness swept through the land. A lone warrior, a mere lad named Link was chosen to get rid of the evil Ganon. This , the third installment of the Zelda series, will be an all new adventure for the 16-Bit Super NES. The new Legend of Zelda or Zelda 3 will be an 8-Megabit cartridge featuring a huge quest with hundreds of hours of game time plus revamped graphics ans music. The main character is an ancestor of the brave warrior that saved Hyrule from certain destruction. The easiest difference in this the cart and the previous Zelda carts is high level of detail in the background and character graphics. Nintendo has really taken advantage of the 32,000 color palette of the Super NES to bring one of the most realistic looking role playing games ever. The main character is very cartoon-like and animated very well. The number of action each character has will amaze and entertain you. The



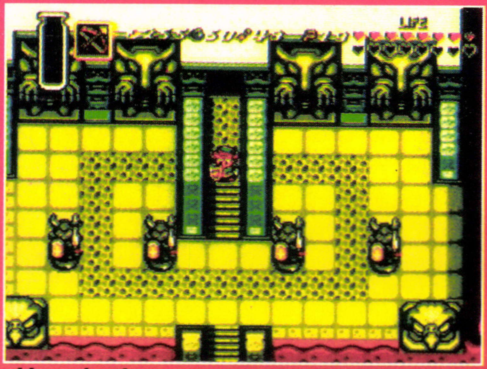
There are more secrets than ever before. Look under and in almost everything and you will be rewarded.



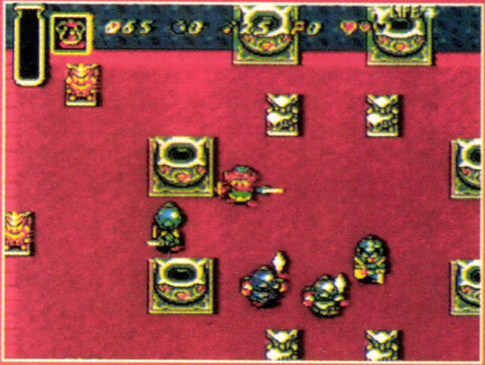
Link can even swim! Not only must you explore the land , you can find even more by exploring the waters.



A major part of your quest is recovering the Magic Sword of Hyrule.

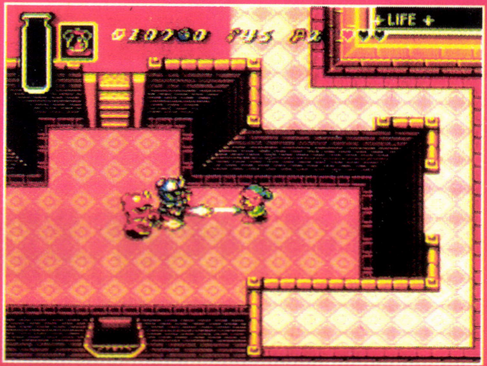


Here is the entrance to the labyrinth. Make sure that you make a map of the overworld so you can return to it.

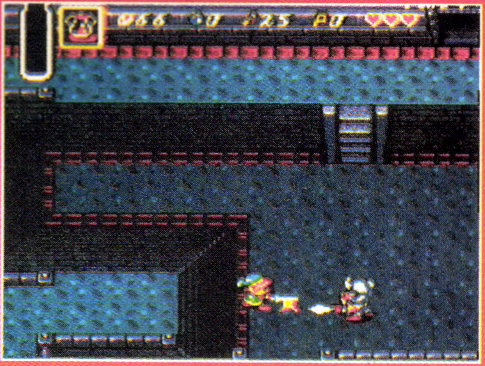


When you encounter a large group of armored creatures hide behind a statue to protect yourself.

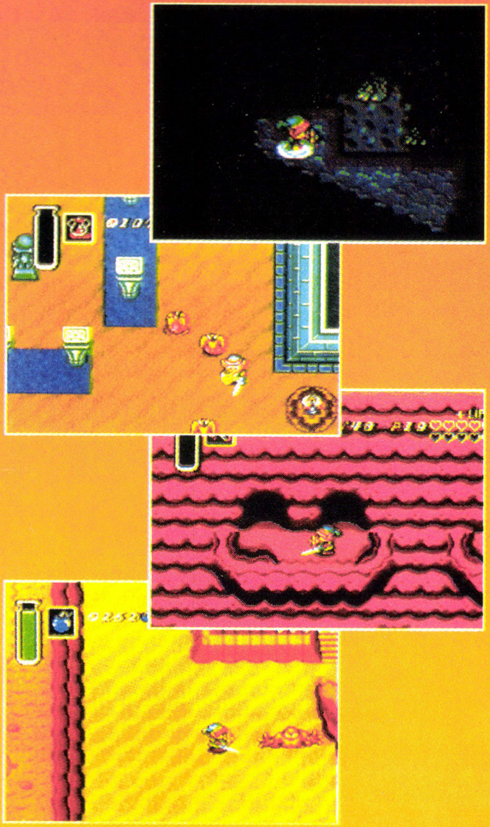
music is also a masterpiece with rich strings and pounding percussion. Link will have to venture through massive dungeons in search of magical items and weaponry. Some other new features are found in the game play. There is far more control over your character than before because the A, B, X, and Y buttons are now used for different game functions. Another new feature is the fact that Link can swim! This gives you even more freedom to explore the mysterious land of Hyrule. Link will have to solve more mysteries, puzzles, and fight more monsters than ever before. All in all Zelda 3 is one of the more complex role-playing game s that will be available on the Super NES. With more carts like this, perhaps the Super NES will gain a following of hardcore computer gamers looking for a console system to meet their game playing needs.



When fighting these armored creatures, be sure not to get backed into a corner or you'll be terminated.



When in the depths of the labyrinths fight the enemy as skillfully as possible so as not to lose hit points.



There are many different aspects of this huge game. Canyons, mazes, forests, caves, deserts, and many other terrain await your conquering.

WIZARDRY

Enter Another World
Where the Living
are
Among the Few

CRUSADERS
of the
DARK SAVANT

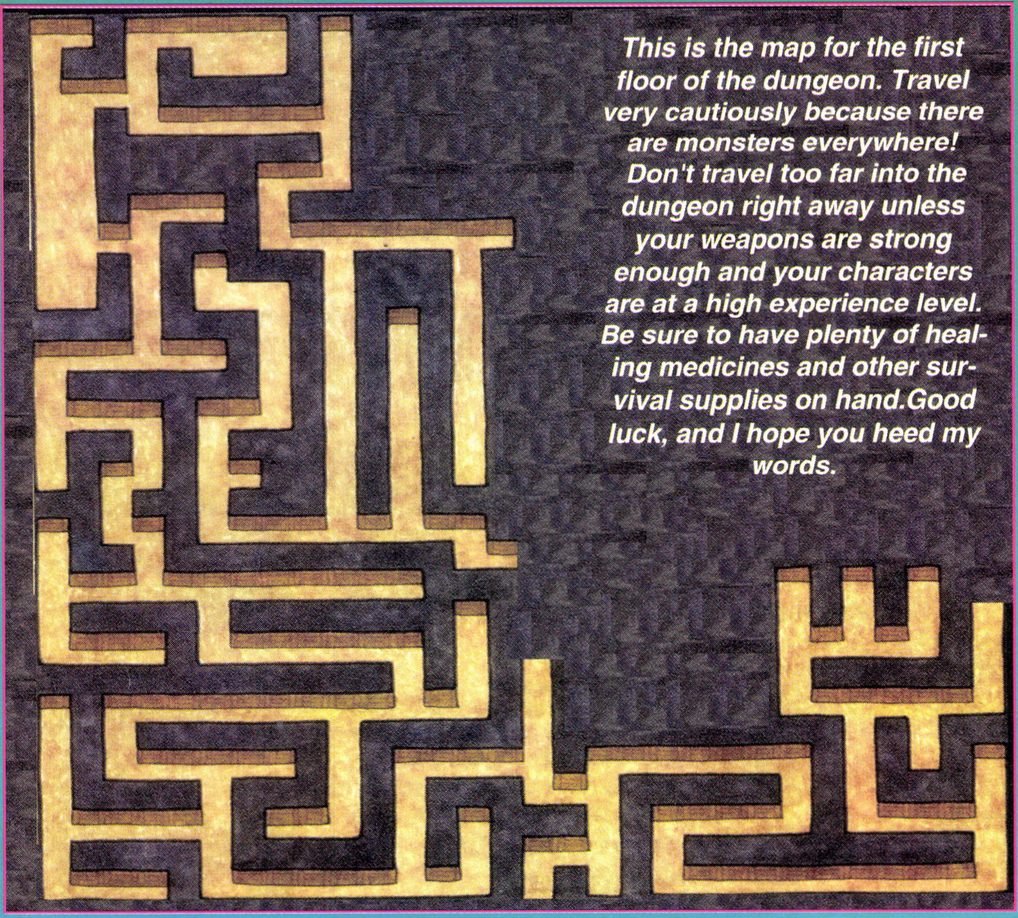
The Sequel to Bane of the Cosmic Forge

CIRCLE #172 ON READER SERVICE CARD

SHINING IN THE DARKNESS

STRATEGY GUIDE

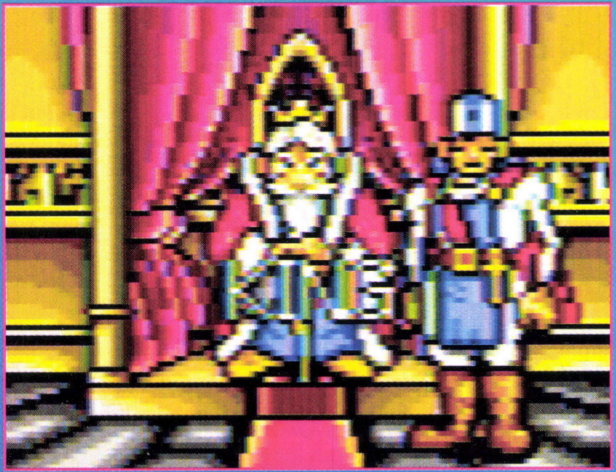
FOR THE SEGA GENESIS 16-BIT SYSTEM!



This is the map for the first floor of the dungeon. Travel very cautiously because there are monsters everywhere! Don't travel too far into the dungeon right away unless your weapons are strong enough and your characters are at a high experience level. Be sure to have plenty of healing medicines and other survival supplies on hand.Good luck, and I hope you heed my words.

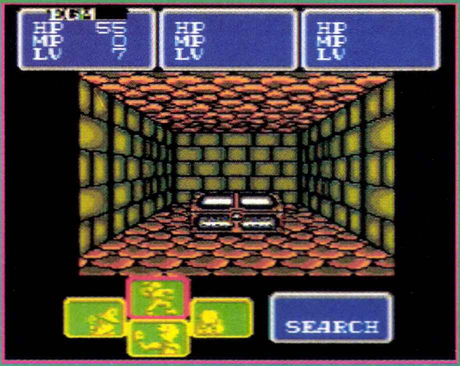
Remember to save you game often, in case you die your travel is not all forgotten!!

Talk to the king and his men! He will guide you through the game. Helpful hints are given to you from his court. Heed their words or you will have difficulty completing your quest !!

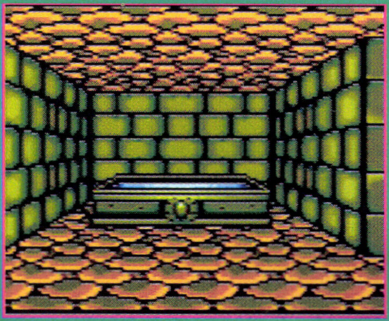


SCAVENGER
ATT

Make sure your companions are powerful when you enter this level. The monsters will be strong so carry extra herbs and even an extra angel feather to save you!

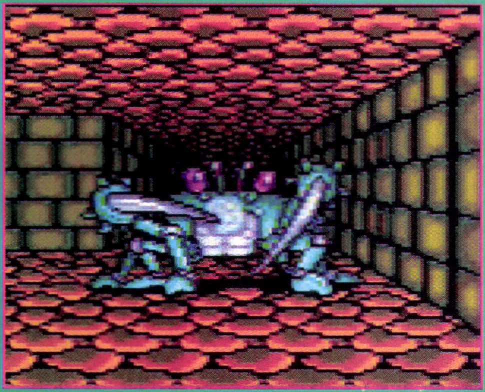


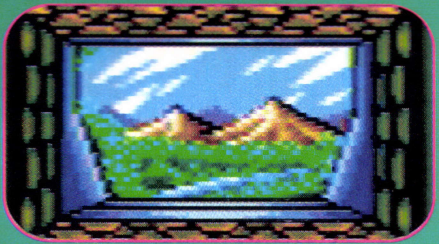
Be sure to open all of the chests you discover in the dungeon!!!



Find this well in the upper left-hand corner of the dungeon on the first floor. Use it to revive your hit points when they're running low.

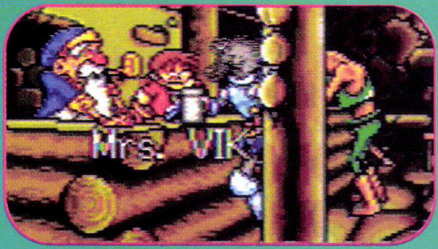
This is the first boss character that you will encounter. It is much stronger than the other monsters.



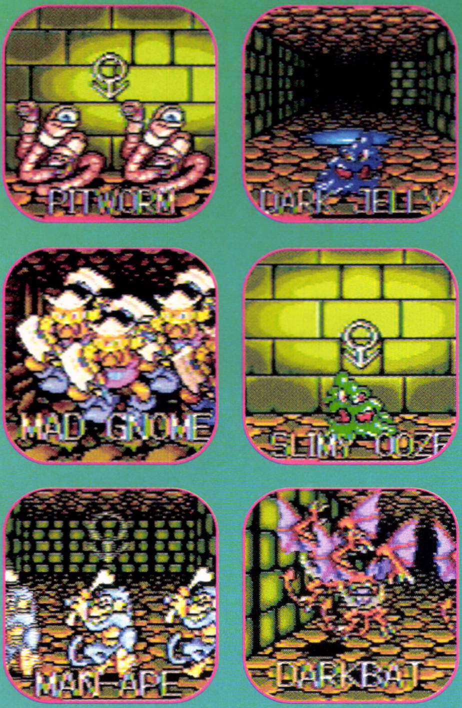


The opening of the dungeon is the beginning of your quest. Remember how to get to this point, it is vital to your survival in this game.

Talk to the people in the tavern. They will give you helpful clues to aid you on your travels. Return here often and ask a lot of questions!!



WATCH YOUR BACK!



The monsters in the first dungeon can be difficult to overcome. Be sure to go into town and upgrade your weapons as soon as possible. Having a set of stronger weaponry and armor will make your journey significantly easier. Follow the map closely and observe around every corner for hidden treasure chests. You should stay in the first dungeon until your experience level has been raised so that defeating the monsters is no longer a challenge. When you are satisfied with the strength of your characters, go back to town and stock up on medical supplies and upgrade your weapons and armor once again. Now you're a ready for even more challenges that await you in the remaining dungeons!

Wizardry

And the visions Appeared as they never had before

CRUSADERS
of the
DARK SAVANT

Now with 256-color VGA Graphics

FIRST PERSON

CGR TALKS WITH LARRY HOLLAND, THE TALENTED CREATOR OF LUCASFILM'S BATTLE OF BRITAIN AND HIS LATEST HIT, SECRET WEAPONS OF THE LUFTWAFFE

CGR: One very important invention in Secret Weapons of the Luftwaffe is actually an American creation. Can you tell us about the Norden bombsight, installed in the B-17?

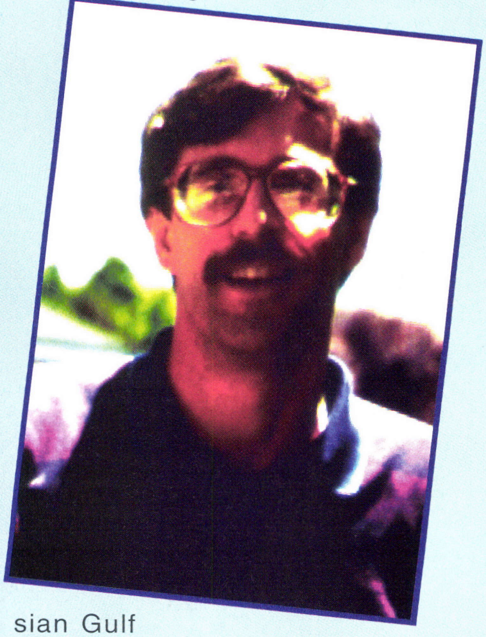
LH: The Norden bombsight was the first time that bombs were dropped, not so much from a computerized means, but through a mechanical process. It was actually developed quite some time before the war.

The U.S. military had realized by the early to mid Thirties that the then-current method of dropping bombs was inadequate. They came up with a system that took the delivery of bombs out of the hands and eyes and coordination of the actual bombardier. It was far, far ahead of its time. Noone else in the war had anything even close to what the Norden could do, which was essentially taking a number of factors, such as wind drift, speed, altitude, direction, temperature. and calculate the correct time that would be necessary to drop the bombs. Up to that time, the bombardier was always having to make calculations under pressure of the bomb run and flak, and this took it out of his hands.

I've seen them one up close. They have a museum out here in California, with a lot of the old WW II aircraft, including a B-17G. They took, as I described, altitude the forward direction of the plane, speed, temperature, all those sorts of things, and allowed the bombardier to sight ahead, just like in the game, using mirrors, to a location on the ground. From the angle that the person had deflected the mirrors forward, you could set a timer that was hooked up electronically to the bombbay doors to automatically release the bombs.

CGR: There's been a lot of controversy over the effectiveness of the Allies' strategic bombing efforts. What's your impression of the relative success of the bombing?

LH: I think it was vital, but I don't think it could have singlehandedly decided the war. It's kind of interesting, because the Persian Gulf War brought up the same issues of whether air power can singlehandedly win the confrontation. I think that there are certain components to the whole effort, the ground effort, and the air power effort. It was absolutely vital, especially in terms of late in the war, late '44 and '45 when the Allies finally began to target the oil industry and transportation industry, that totally crippled the German war economy.



They really had such a shortage of fuel, that they didn't have enough training flights to train their pilots. The Luftwaffe had some amazing, expert, veteran pilots, sort of the creme de la creme in the world of fighter pilots, but they only had a few of them. They couldn't train anybody (as replacements) because they didn't have enough fuel. They had a very elite corps of pilots, but they didn't have enough "above average" or good pilots.

On the American side, however, they took a totally different approach. They had a lot of people who could do a lot of training, but that was because they didn't have a lot of problems that the Germans had. And that's one example of how the bombing campaign indirectly effected the efficiency of the pilots themselves.

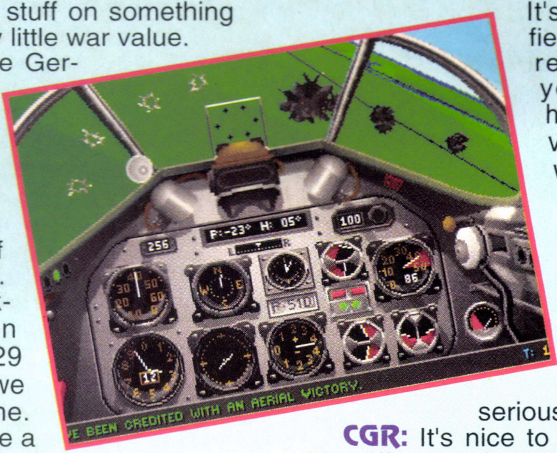
But I don't think the strategic bombing campaign could have demoralized the German people enough so that they would have surrendered. Even late in the war, the Germans were showing incredible ways of build underground factories. They were taking salt mines and constructing whole industries in them that were totally underground. They had also dispersed a lot of their factories that were still above ground. They were actually building Me-262's in the forests, and using the Autobahns, the German freeways, as landing strips. They were taking off and servicing them right on the side of the road.

They got pretty efficient at dispersing their factories, but of course, they weren't being as productive; the transportation of spare parts, for example, became an issue. Their overall level of productivity was much lower, but they were still willing to continue the war. So unless we actually physically put our forces on the ground and occupied the country, the war would not have ended.

Of course, there's one issue that pops up that's not often talked about, and that is the war ended (on the European front) before we had nuclear weapons. That would have changed everything. That's actually a very intriguing, and at the same time, an extremely sensitive topic, that if the war had gone on for another four or five months and we had had nuclear weapons, would we have used them on Germany?

CGR: We've heard that the German scientists were working on a long-range jet bomber at the end of the war, nicknamed the "New York Bomber," that was to have carried an atomic bomb, if the German method of using heavy water would have worked. There are, of course, a lot of "ifs" there.

LH: There was one researcher that we leaned heavily on, a professor at Ohio State, Williams Murray, who was really an expert on the Luftwaffe in World War II. He gave us a lot of insight on the strategic way the way the war was going (for the German side). His feeling was that the Germans were far, far away from actually having nuclear weapons. They were very interested in "terror weapons," and that was the whole point behind the V-1 and the V-2. Again, the parallels were very striking with the Skuds used in the Persian Gulf. They really didn't have any strategic value, but they served their purpose, which was to focus an incredible percentage of war effort, as far as publicity coverage and that type of stuff on something that was of really little war value.



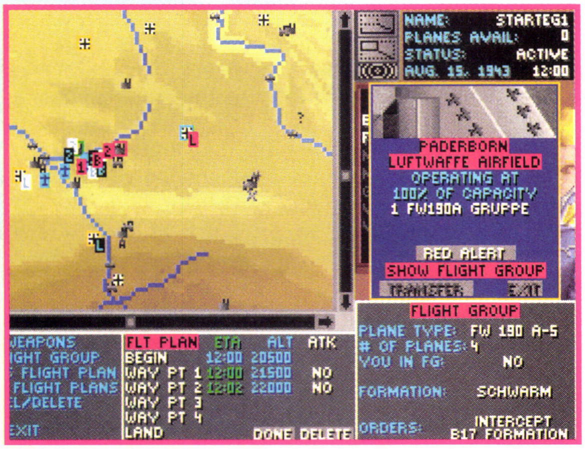
VE BEEN CREDITED WITH AN AERIAL VICTORY.

So I think the Germans were interested in doing those same sort of things with the New York bomber, to use it as sort of a scare tactic. They were working on a version of the Gotha 229 flying wing that we have in the game. It was going to be a six-engine that would have an incredible range, 10,000 mile range. I t was actually designed to fly and deliver a bomb on New York.

They were also talking about using submarines to launch planes, that would later actually ditch off of Florida or something like that, down in Cuba, and they would pick up the pilots there. The planes couldn't return., but they were also working on those that could make the round trip. They figured they wouldn't get too many pilots who'd be interested in making a one-way mission.

CGR: It's good to see that in Secret Weapons, instead of having a "sliding bar" damage indicator, you show real bullet holes and burning engines, as well as dropping oil and hydraulic gages.

LH: A lot of the damage directly related to the player is certainly reflected in the temperature and the oil gages, as those start to move higher into the red. If things get serious, you'll start seeing smoke pouring out of your engine, and you'll get some messages along the bottom of the screen that will tell you you've got problems. Especially in the B-17, where it's much more complicated, with four engines. As they start getting shot up, you'll have to pay real attention, whether they're in the black or the red area.



```
NAME:              STARTEG1
PLANES AVAIL:             0
STATUS:              ACTIVE
AUG. 15. 1943         12:00

PADERBORN
LUFTWAFFE AIRFIELD
OPERATING AT
100% OF CAPACITY
1 FW190A GRUPPE

RED ALERT
SHOW FLIGHT GROUP
TRANSFER          EXIT

FLIGHT GROUP
PLANE TYPE:   FW 190 A-5
# OF PLANES: 4
YOU IN FG:        NO

FORMATION:     SCHWARM

ORDERS:        INTERCEPT
             B17 FORMATION

WEAPONS            FLT PLAN   ETA    ALT    ATK
IGHT GROUP         BEGIN      12:00  20500
 FLIGHT PLAN       WAY PT 1   12:00  21500  NO
 FLIGHT PLANS      WAY PT 2   12:02  22000  NO
EL/DELETE          WAY PT 3
                   WAY PT 4
EXIT               LAND          DONE DELETE
```

It's not quantified in a digital readout, but you really have to check visually as well if your engine is smoking, is it starting to fire. If it's starting to fire, you're obviously in a very serious situation.

CGR: It's nice to see the palpable difference in the damage the different planes can take, say the P-47 versus an Me-109.

LH: If you've ever seen a P-47 up close, you'll know those are real monsters. There's an incredible amount of room inside the plane, it's a very huge plane.

We were lucky to have as one of our consultants a guy who flew P47's, Steve Finnegan, who actually lives right down the road from Lucasfilm here. He was the man who shot down the famous Adolf Galland during the war. He had a bout a five or ten thousand foot altitude advantage over Galland as he was flying his 262. Finnegan dove on him and shot him down. As it turns out, they've both become good buddies, after the war, as many of the pilots have. There's sort of a fraternity of pilots. By fighting and trying to kill each other during the war, they really respect each other in a special way.

CGR: We've heard how the pilots wanted to fight one war, and that Hitler and Gehring wanted to fight a different war, and in many ways were more of a detriment to the German war effort than the Allies were.

LH: Absolutely. There was certainly controversy and differences of opinion (on how to manage the war) on both sides, but I think it more dramatically affected the German

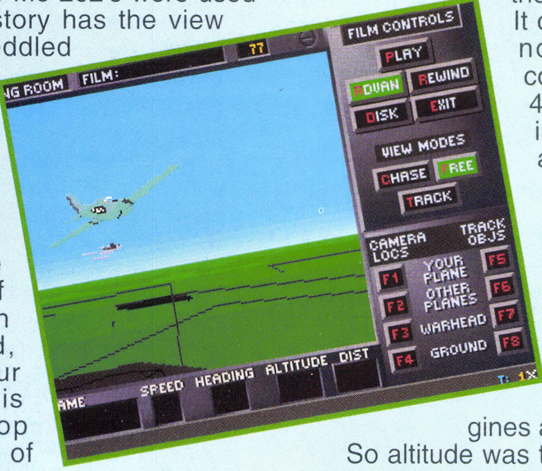
Wizardry

I have died
of untold guilt
and horror,
but my secret is safe—
for now

CRUSADERS
of the
DARK SAVANT

As rich a tale as ever told

CIRCLE #172 ON READER SERVICE CARD.



effort. One of the premises for the game is to have the secret weapons appear at a different time of the war, to have them appear earlier in the campaign. The Me-262's were used differently; history has the view that Hitler meddled with their production, wanting to use them for fighter-bombers, whereas Galland, when he was head of the German fighters, said, "Ah, this is our saviour, this is how we'll stop the onslaught of American bombers," by using them as super fast fighters which could outperform everything else, which it obviously could. The 262 suffered from reliability problems, it wasn't a wonder-plane. The conditions under which they were manufacturing the planes, the engines would just go so far. They didn't have a long life. I think the average life of the engines was about fifteen or twenty hours (of flying time).

CGR: Even so, the Allies admitted in the briefing of their own troops that they didn't have a counter to it, that you had to be above it and dive on it if you hoped to score a kill.

LH: It's really interesting, though, that by the end of the war, when things had really swung to the Allies side, the American fighter pilots were not at all apprehensive or afraid of engaging the 262's. In fact, when they saw a 262, even if it wasn't in a tactically advantageous situation, they would all pounce on it, because it was a badge of honor to shoot one down.

In reading the accounts, it was fascinating to read how gung ho and aggressive the American pilots became at the end of the war. They certainly had the luxury of command of the skies - P-51D's and P-47's were outnumbering the 262's by a factor of five and ten to one. They had tremendous numerical superiority, and that would sometimes be the thing that put a 262 in a corner.

CGR: I've heard that the P-51's could out-dive the 262's, and that they could hit such high speeds that the 262's wings break right off. There were also some first-hand accounts that the Mustang could crack the speed of sound in a power-dive.

LH: The plane that was the best at that was the P-47 Thunderbolt. The P-47 actually had the best diving capability of any plane during World War II. I've heard varying accounts of whether it could actually break the sound barrier. It came close, but no plane really could catch a P-47 when it went into a dive. With an altitude advantage in a P-47, in the right situation, you could really catch a 262. But all that a 262 had to do was rev up its engines and take off.

So altitude was the most important tactical parameter that you could have in your favor. If the other plane was below you, it wouldn't be able to climb, without you putting a lot of shots into him. That's probably the most crucial thing to have, as well as an awareness as to where the other planes are, so you can put yourself in the best situation.

CGR: In Secret Weapons, when you begin a Tour of Duty in one type of plane, do you have the ability to switch to a better plane later on in the war?

LH: Each Tour of Duty is set so that you start and finish in a set plane. That's the way I designed it, because I wanted people to try and fly those planes all the way through. The Me-109 was flown all the way through to the end of the war. They produced greater numbers of victories (than the other German fighters)..

CGR: And there were some pilots that were very loyal to the Me109.

LH: Oh, yeah, some of the greatest pilots, like Erik Hartman, who had 352 kills, the highest number of aerial victories, was a019 pilot until the end of the war.

But in the Campaign Game, you have a lot more flexibility over what type of plane you can fly. You also have control over what type of planes you want to get into production. It really makes a big difference. Before the point where you have 262's and you're playing the German side, you're taking quite a beating, when going up against the American bomber formations. But when you have the 262's, especially if you can find a way to get it developed prior to the American long-range fighter escort showing up, then you really have a great advantage.

CGR: Is there anything that you had to leave out that was too difficult or was just too complicated for SWOTL?

LH: Well, yeah, there's always about four million things you leave out. When you're trying to simulate reality, you can only come so close. Probably the one thing that I left out, that I really wish that I'd added, that I actually will do something about, was the number of aircraft. There was a lot more types of aircraft involved in the late war in Europe. For instance, I know that some people will be sad that the P-38 is not available to fly, even though it's heyday and it's greatest moments were in the Pacific, and not in Europe. For that plane, it had its impact, especially in ground-attack missions.

In fact, I would have liked to have had a lot more aircraft, especially medium bombers -

CGR: Like the B-24 and 25?

LH: Right, and the B-26, just going against a lot more ground attack missions in preparation for D-Day, though there are a lot of ground-attack missions in the P-47 and P-51. I hope to address that. I'm looking at building what I call a number of "expansion disks," that would be extra disks that add on different aircraft, so that you could fly P-38's, and some other German secret- weapon aircraft that are not as well known. There's the Dornier 335, and the He-162, which was a sort of a Volksjager, a semi-suicidal fighter.

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GUNS
CAUTION
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25
78
78

CGR: Was that the plywood plane that had an engine that looked like it was stuffed with fireworks in back?

LH: You're probably thinking of the Natter, which was more of rocket. Some of those were launched vertically and were meant to make one pass, or even try to ram bombers. The pilot would somehow bail out. They were expected to have about ten hours of training, sort of like the Hitler Youth, flying in planes. So there were will be other planes available on these disks, soon...

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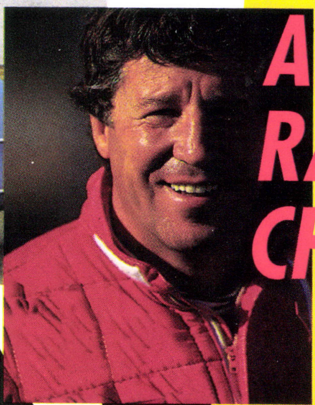

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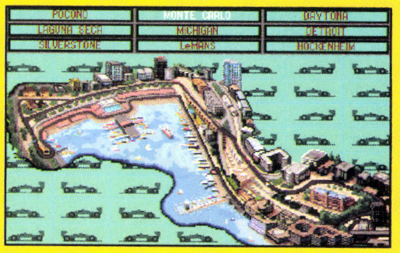
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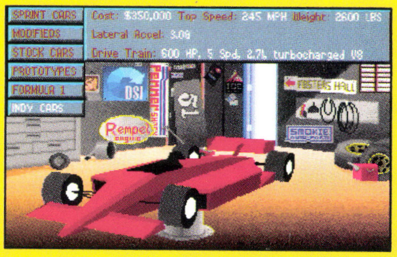
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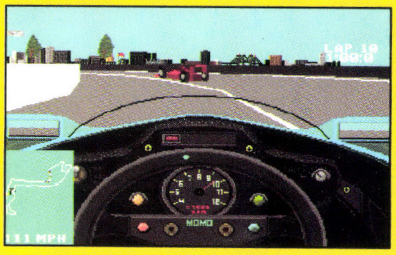
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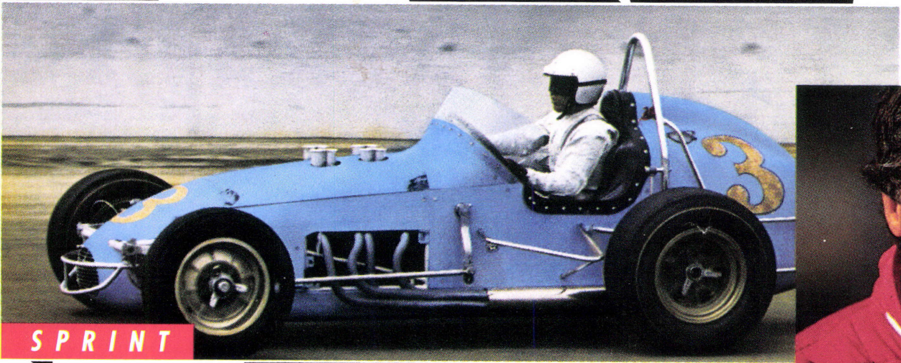

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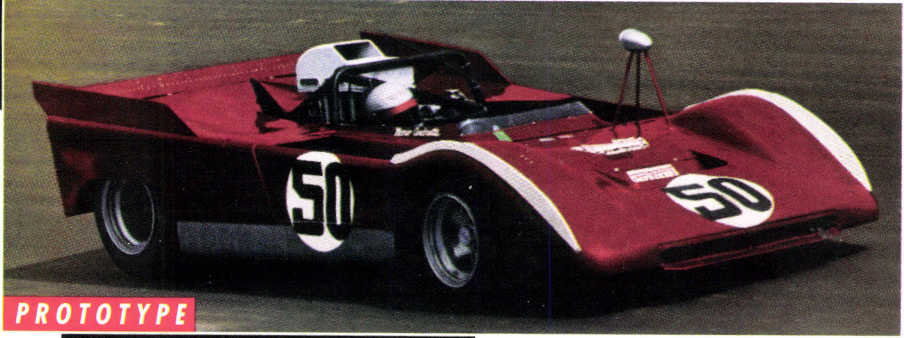

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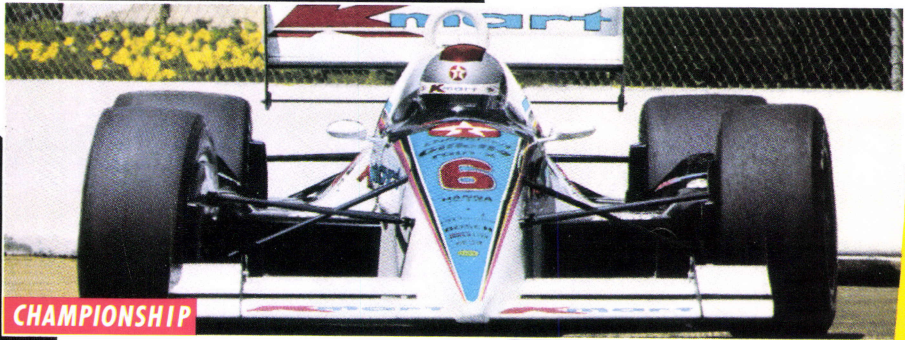

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